

Silicon Times Report

The Original Independent OnLine Magazine"
(Since 1987)

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The Publisher, Staff &
Editors

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From the Editor's Desk...

So begins the procession of goodies. in this issue, you'll find some astounding news about modems and superfast devices from US Robotics. You'll also discover a great deal about the new Corel Draw 7 and the new WinFax 7.5 that faxes conventionally and on the 'Net. This is just the tip of the Iceberg. there is so much more to come both hardware and software it'll keep us busy right through the New Year.

At times like this. when we, as a nation and a civilization, are about to embark upon a journey into the next century, what do we find? A Presidential Election Campaign that make the Watergate and Teapot Dome affairs look like child's play. Clinton cannot escape his own tracks and Dole is busy trying to bury him in those tracks. Its amazing how Dole and Kemp cannot seem to address the issues with any detailed illustration but they can find all the time in the world to sensationalize in their vain attempts at garnering badly needed votes. Clinton may not be perfect but then, who is? At least he's brought this nation closer to balanced budget than any other administration. In fact, its almost halfway there. Imagine, if you will where it will be in another four years. I doubt we'll see it anywhere near where it should be Dole (the KING of MuckRaking) gets in office. Please, take a look at your disposable income and compare it to when Ronnie or Georgie were in office. you have more to spend today. Why? Because the Nation's wealth is where it should be. in circulation not in

some fatcat corporation's stash.

The nation's schools and health care are well on the way to being the best this nation has seen in at least three decades. Dole wanted to eradicate Medicaid and the Department of Education. You think we have homelessness now? Dole will show you exactly what homeless really is. He doesn't believe Tobacco is addictive. could not possibly be because the tobacco interests contributed heavily to his campaign fund.. Could it? I firmly believe we need to see Clinton's goals through with him. If anybody can withstand it Clinton can. Clinton has shown he is more than capable. He has withstood every vicious onslaught the Republicans and arch-Conservatives have attempted to do him in with. From sliming his daughter's education to his wife's support.. they've tried it all and failed. Get the picture?? Not even "tough old Bird" Lyndon Johnson was able to withstand the broadsides like Clinton has. Amazing how Clinton is standing tall through it all. That debate the other night was his best yet. Dole looked sad. generated little or no charisma and certainly lacked an aura of self confidence. Please get out and vote. It could be your vote that makes the difference.

Ralph.....

Of Special Note:

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STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailing list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of October 01,1995, you'll be able to download STReport directly from our very own SERVER & WEB Site. While there, be sure to join our STR list.

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LATE BREAKING INDUSTRY-WIDE NEWS

Weekly Happenings in the Computer World

Compiled by: Dana P. Jacobson

Clinton Offers Three-Step Net Plan

A three-pronged strategy to make Internet access universal has been unveiled by President Bill Clinton during a re-election campaign swing through Tennessee, Kentucky and Ohio.

As reported earlier, the initiative is part of a five-year, \$500 million program to install more advanced Internet access. Reporting from the Knoxville, Tennessee, campaign stop, Steve Holland of the Reuter News Service says the three steps of Clinton's new Net plan include:

- Urging the Federal Communications Commission to approve at a Nov. 8 meeting a proposal that schools and libraries be given basic Internet services free. Telecommunications companies would pay for this by putting money into a fund, much as they currently subsidize poor and rural phone users, Reuters said.
- Persuading industry leaders to help raise money to match government technology-literacy grants to buy computers for schools and ensure that teachers are properly trained.
- Launching a \$100 million Internet upgrade project to "help develop a new generation of the information superhighway that would be 100 to 1,000 times faster than the existing computer system that is rapidly reaching capacity," the wire service said.

The president told his Democratic supporters in Knoxville, "Let us reach for a goal in the 21st Century of every home connected to the Internet and let us be brought closer together as a community through that connection," adding he wants to see the day "when computers are as much a part of classrooms as blackboards." In his first major technology speech on the stump, Clinton added, "Like any other piece of critical infrastructure, it has to be repaired and upgraded to meet all of our education, medical and

national security needs. It is now time to invest in the next generation of Internet."

Reuters quotes Greg Simon, technology adviser to Vice President Al Gore, as saying the initial \$100 million of the project would be included in the budget for the 1998 fiscal year and would be paid for with \$70 million from the defense budget and \$30 million from domestic discretionary funding. Clinton said the improvements envisioned would enable the Internet to transmit the entire Encyclopaedia Britannica in less than a second, allow the Defense Department to send intelligence to troops anywhere in the world and let doctors scan patients for cancer by tapping into supercomputers. Meanwhile, the Dow Jones news service notes the president seemed to want the new initiative dubbed "Internet II," telling the partisan crowd, "America must have an Internet that keeps pace with our future. So let's give America Internet II, the next-generation Internet." He added, "I know it is hard to imagine that the Internet is getting too old... but believe it or not everything ages and the internet is straining under its growing popularity. Like any other piece of critical infrastructure, it has to be repaired and upgraded to meet all our education, medical and national security needs."

Law Outlaws Online Mischief

A bill outlawing various forms of computer mischief and increasing penalties on repeat offenders has been signed into law by President Clinton. Reporting from Washington, the Reuter News Service says the new National Information Infrastructure Protection Act:

- '• Creates federal penalties for theft of computer information across state lines.
- '• Outlaws the transmission of threats against computer networks across state or international boundaries.
- '• Makes it a felony to trespass in a computer system and use computer time worth more than \$5,000.

Reuter's Aaron Pressman quotes Sen. Jon Kyl (R-Arizona), a sponsor of the measure, as saying, "This law is very good news for American businesses and our national security. It brings the law up to speed with technology." He introduced the measure along with Sen. Patrick Leahy (D-Vermont) and Sen. Charles Grassley (R-Iowa). As reported, online vandals recently have broken into government Internet sites, replacing official data with protests against the Communications Decency Act. Last month, the Central Intelligence Agency's World Wide Web page was defaced and renamed the "Central Stupidity Agency" home page.

Judge Restrains Net Threats

A temporary restraining order has been issued against a man accused of using the Internet to harass and threaten a Texas couple. Writing in The Wall Street Journal this morning, reporter Jared Sandberg says the case is seen as "underscoring the coming clash between First Amendment protections of online communication and the need to prohibit electronic 'stalking.'" Computer consultant Kevin Massey has been ordered by Judge Joe B. Brown in the district of Dallas County, Texas, to stop posting messages about Robert and Teresa Maynard, who operate the Dallas-based Internet America Inc. access service.

The paper says the order directs Massey to stop posting any messages alleging vulgar and obscene conduct by the Maynards and "embarrassing private information" about them. "The judge's order comes at a time when broad First Amendment protections have been afforded to the Internet by

three federal judges in Philadelphia," Sandberg notes. "But it also comes when states have taken measures to prohibit comments that go too far and enter the realm of threat." As reported earlier, some states have broadened their efforts to prohibit harassment or stalking to include statements that don't constitute an immediate physical threat.

For instance, last June, Connecticut passed a bill that makes it a crime for sending an online message "with intent to harass, annoy or alarm another person." Legal experts tell the Journal they worry that the Texas judge may have gone too far. Ann Beeson, staff counsel for the American Civil Liberties Union, told Sandberg, "If the judge went much broader in the legal definition of harassment in his order, then he has violated this person's First Amendment rights," adding not all "vulgar or embarrassing" statements constitute libel or stalking.

This particular dispute began last month when Maynard said he began to see messages from Massey suggesting that Maynard's wife slept with company employees and had cosmetic surgery. Mrs. Maynard asked Massey to stop making vulgar statements. However, says the Journal, "when the Maynards saw a tag line on Mr. Massey's messages, they decided to take action. It read: 'Lord, grant me the serenity to accept the things I cannot change ... and the wisdom to hide the bodies of the people I had to kill ...'"

Maynard told the paper, "This is now turning into a stalking case." He added he spent \$20,000 on security measures and to investigate the incident. Massey, 30, denies he ever stalked the Maynards or threatened them. He said that he was frustrated with Internet America's lack of service but that the rewritten prayer in his messages wasn't intended as a threat. Reporting from Dallas, Associated Press writer Melissa Williams says Judge Brown's order also prohibits Massey from coming within 500 yards of Robert and Teresa Maynard's home or business. Williams said Massey was never served with the order in person and that as of last night, he still had not been served.

Massey told AP he was left with "a bad taste in my mouth" after trying to reach the company to price its services. Then he said, he made the postings about Mrs. Maynard, but said he "wholeheartedly, 100 percent" disputes that there was anything threatening about the messages. He claims he was just responding to others online with the same kind of sarcastic language that is used on the Internet all the time.

Meanwhile, legal counsel David Sobel of the Washington-based Electronic Privacy Information Center, told AP the case is ironic because Internet service providers -- such as the Maynards -- have been the ones leading the fight against efforts to regulate content. Said Sobel, "If you establish the legal precedent that certain content can be restrained, in most cases those orders are going to be directed against the Internet service provider. This opens the door to holding ISPs liable for information that's transmitted through them -- which would put a pretty big burden on them of policing everything that goes through their system."

Poll Finds Politics Hot Online

Nearly a third of those logging on the Internet's World Wide Web these days are using it to get political information, says a new poll by Louis Harris and Associates. According to United Press International, the survey of 1,005 adults nationwide found that 14 percent of the people surveyed have used the World Wide Web, up from 7 percent a year ago. That translates into 21.5 million Americans. Of that group, says the pollsters, 28 percent -- or the equivalent of 8 million people -- said they use the Web to get

information about politics.

"The progress of the presidential campaign is apparently boosting usage," UPI comments. "Users said they sought out political information five times last month, compared to once in August." However, Harris officials found the Web is not considered the pre-eminent source of political news. Instead, half those questioned said TV is the most important source, followed by radio with 21 percent, newspapers with 15 percent and the Web with 8 percent.

Other findings in the poll -- which was conducted Sept. 26-30 and has a margin of error of plus or minus three percentage points -- were:

- ' • Web users are voters, with 69 percent of those who use it and 76 percent who use it for politics likely to vote in next month's general election.
- ' • There were more Republicans (36 percent) and Independents (30 percent) than Democrats (28 percent) among the Web users group.
- ' • Americans ages 18 to 49 are more likely to use the Web than those 50 years or older.
- ' • The more educated an American, the more likely he or she will use the Web for political reasons.
- ' • Men appear to use the web politically slightly more than women.

Netscape, Others Form Media Pact

A proposed open standard governing delivery of real-time multimedia information over the Internet is being advanced by Netscape Communications Corp., RealAudio producer Progressive Networks Inc. and 40 other companies. Microsoft Corp. is conspicuously absent from the group of backers, which includes such industry giants such as Apple Computer Inc., Autodesk Inc.'s Kinetix unit, Cisco Systems Inc., Hewlett-Packard Co., IBM, Silicon Graphics Inc., Sun Microsystems Inc. and Macromedia Inc.

The Reuter News Service says the new standard -- known as the Real Time Streaming Protocol, or RTSP -- is a communications protocol for control and delivery of real-time media. "Its backers compare development of the standard to similar standards efforts in other broadcast media such as FM, or Frequency Modulation, in radio and the NTSC, or National Television Standards Committee, which is the U.S. and Canadian television industry standard broadcast quality video," Reuters adds.

The wire service says widespread support for this unified standard "is considered crucial to ensure interoperability and give software developers more flexibility in developing multimedia programs." Editor Jerry Michalski of the Release 1.0 industry newsletter told the wire service, "Until now, each vendor of Internet multimedia systems had a different approach, which has led to confusion. This, combined with the impressive group of industry-leading companies that support RTSP, should catalyze streaming media development on the Web."

Reuters says RTSP, which evolved from work done at Progressive Networks and Netscape, incorporates aspects of the International Telecommunications Unions H.323 videoconferencing standard and is designed to minimize the amount of data necessary to produce high quality sound and pictures over the Internet. "The standard anticipates the convergence of telephones, videoconferencing and multimedia broadcasting over the Internet," the wire service added. About Microsoft? It has not commented on whether it plans to support the industry standards-setting effort.

Firms Seek to Curb Web Abuse

On the heels of a survey that suggests employees from IBM, Apple and AT&T together spent the equivalent of 1,631 eight-hour days visiting the Penthouse World Wide Web site in one month, companies are taking steps to restrict office Net surfing. In San Francisco, United Press International quotes officials with Nielsen Media Research as finding corporate America is cracking down on employees caught spending too much time on Web sites unrelated to work.

As reported earlier, more than a dozen Compaq Computer Corp. workers in Houston were fired after registering more than 1,000 visits each on sex sites from work, and, says UPI, Microsoft Corp. denies temporary workers access to the Web. But a Nielsen spokesman says that, while the Internet can take time from work, restricting employee access to the Web may be hasty. Jack Loftus says companies are finding the Internet and e-mail beneficial, and abuse by the minority should not result in decreased access. He added, "The more employees use the Web, the more they can use it for business applications. There will always be a segment who use it for entertainment while they're working -- in that sense it is like the telephone -- but the business application is great with opportunity."

The alternative, said Loftus, is to turn the computer off, which could be disastrous. And the amount of time people spend at Web sites can also be misleading, he said. People can stay at a site for hours while never looking at the page. Loftus told the wire service, "You cannot automatically jump to conclusions. If the purpose is to make a case against having access to the Internet for business use then you end up shooting yourself in the foot."

'Euthanasia' Kit Coming to Net

And you thought online porn was controversial? An Australian doctor says he plans to bring to the Internet computer software and an instruction kit for building "the death machine" he used in the world's first legal mercy killing. In Melbourne, Dr. Philip Nitschke -- who last month connected cancer sufferer Bob Dent to the machine in Australia's outback Northern Territory -- has told reporter Mark Bendeich of the Reuter News Service that Internet users will be able to copy the software and instructions from a home page now being developed, adding, "We see no reason in restricting it in any way."

Reuters notes Nitschke is to display the machine at an euthanasia conference this week in Melbourne. Says the wire service, "The death machine used in the Northern Territory, which has the world's only voluntary euthanasia law, enables people to give themselves lethal injections with the tap of computer keys." Last Sept. 22, Nitschke hooked the machine by an intravenous tube to Dent, a 66-year-old former carpenter and one-time Christian missionary, who then started the flow of lethal drugs by entering three computer commands.

Nitschke commented, "Once the intravenous line is put into the patient... then it's a simple matter of the patient pressing the response to the questions on the screen." The computer program asks three times if the patient wishes to go ahead, he said. The doctor said the idea of an euthanasia home page on the Internet's World Wide Web was a response to strong interest in Dent's death and the new law (though he said he was having some logistical problems getting the page up and running).

"It's to let people know and give them some idea of the way this is being

done in a responsible fashion in the Northern Territory," he said, adding he already has sent how-to-do-it kits overseas and around Australia using electronic mail. Nitschke dismisses suggestions he could face criminal charges if a machine built from material supplied on the Internet was used in mercy killings outside the remote outback jurisdiction. Said the doctor, "I feel very safe as far as giving the details of the equipment and as far as providing the software and the like," adding the software is a "trivial" part of the device.

Intel Has Rosy Third Quarter

Intel Corp. says its third quarter was a record setter, surprising Wall Street analysts and the company itself. The chip maker reports that third quarter revenue and earnings per share set new records, rising 23 percent to \$5.14 billion and 41 percent to \$1.48 from the year earlier period, respectively. The quarter marks the first time in the company's history that quarterly revenue surpassed \$5 billion.

"We are delighted with the excellent acceptance of Pentium and Pentium Pro processor-based PCs and servers, which has produced a stronger third quarter than we had originally expected," says Andrew S. Grove, Intel's president and CEO. Revenue for the first nine months of 1996 rose 24 percent to \$14.41 billion from \$11.62 billion a year ago, and net income grew 20 percent to \$3.25 billion from \$2.70 billion. Earnings per share in the first nine months increased 20 percent to \$3.67 from \$3.06.

Apple Posts Surprising Results

Apple Computer Inc. has posted unexpectedly upbeat fourth fiscal quarter financial results. After three consecutive losing quarters, the computer maker returned to profitability in the period ended Sept. 27. Net income for the fourth quarter was \$25 million, or \$0.20 per share, compared with \$60 million, or \$0.48 a share, in the same period last year.

The profit included a special gain -- resulting from fewer layoffs than expected -- but even without it, the company would have earned \$8 million. Apple's revenues were \$2.321 billion, a decrease of \$682 million from the fourth quarter a year ago, but an increase of \$142 million from the third fiscal quarter. For the company's fiscal year, revenues were \$9.833 billion, an 11 percent decrease from the prior year. The net loss for the year was \$816 million, or a loss of \$6.59 per share, compared with net income of \$424 million or \$3.45 per share in fiscal 1995.

Five Days at Computer = \$7.5 Mil.

An Australian says he spent only five days writing a program that now has earned about \$7.5 million, sold primarily through the Internet. The program is Hot Dog, which simplifies the process of putting information on the World Wide Web. It is distributed through the World Wide Web site of Sausage Software (<http://www.sausage.com>). Company founder/programmer Steve Outtrim, 23, has told the Dominion Daily in Wellington he wrote Hot Dog while unemployed last year and now has sold 100,000 copies. In fact, according to the French Agence France-Press International News Service, Hot Dog is said to be currently the third-most frequently downloaded software application on the Web. Outtrim, a management student, now has seen shares in Sausage Software listed on the Australian Stock Exchange. Outtrim floated 20 percent of the shares of the company, holding on to the rest.

Sun Unveils JavaChip Technology

Sun Microsystems Inc. has revealed details surrounding its JavaChip technology, which will be used to power Internet- connected smart phones, Net computers, personal digital assistants (PDAs) and set-top boxes beginning in the second half of 1997. Sun says its JavaChip picoJava I microprocessor core is a highly efficient Java execution unit design that is expected to deliver up to 20-times the Java performance of X86 and other general-purpose processor architectures, as well as up to five times the performance obtained by just-in-time (JIT) compilers.

LG Semiconductor, Mitsubishi Electronics, NEC, Samsung and Sun have all previously expressed their intent to build products with the picoJava I technology, says Sun. "The proliferation of Java technology has created a demand for hardware platforms optimized for network-centric applications," says Chet Silvestri, president of Sun Microelectronics. "Our picoJava I processor core will optimize Java performance and deliver the industry's smallest system footprint -- critical for go-anywhere Internet appliances in communications, enterprise and consumer applications."

Kit Includes 12X CD-ROM Drive

Diamond Multimedia Systems Inc. has expanded its multimedia upgrade line to include a kit with a 12-speed CD- ROM drive. "Diamond is one of the first companies to introduce a twelve-speed kit," says Paul Nahi, director of product marketing for Diamond Multimedia. "Users can greatly benefit from the increased throughput of the 12X Multimedia Kit to perform common tasks such as installing software and running applications from disc. In addition to the 12-speed CD-ROM drive, the \$399 kit includes a Windows 95 Plug- and- Play wavetable sound card, nine software titles and amplified stereo speakers.

Toshiba Launches Slimmer Drive

A new super-slim CD-ROM drive for notebook computers that is said to bring performance into line with desktops has been launched in Tokyo by Toshiba Corp, which also has unveiled two other CD-ROM drives for desktop computers. According to the Reuter News Service, the super-slim drive, with an average 10-times rotational speed, is 0.5 inch thick and can read an average of 1,500 kilobytes of data a second while using little electric power.

Toshiba said the compact, high-speed drive brings to portable computers a level of CD-ROM performance previously limited to desktop personal computers. The two other new drives are 1.6 inches thick, offering a maximum 12-times rotational speed and a data transfer rate of 1,800 kilobytes per second, providing desktop computers with increased levels of performance, Toshiba said. Toshiba has started selling the new drives in Japan and the United States.

Microsoft Offers Publisher Trial

Microsoft Corp. is offering a free 60-day trial version of its Microsoft Publisher 97 desktop publishing program to home office and small business users. The software giant says the trial edition is designed to show potential buyers how they can create professional-looking newsletters, brochures, business cards, fliers and Web sites economically.

The Microsoft Publisher 97 trial version can be obtained by calling Microsoft at 800-426-9400 or by downloading the software from the Microsoft Web site at <http://www.microsoft.com/publisher/>. Microsoft also says it's donating one copy of Microsoft Publisher 97 to each of the 950 Small Business Development Centers (SBDCs) around the country. SBDCs provide free

counseling, training and resources to more than a half-million small businesses each year. Microsoft Publisher 97, priced at \$79.95, is available on 3.5-inch diskettes or a CD-ROM.

Fast Mac Modem-Speakerphone Ships

Global Village Communication Inc. has introduced Teleport Speakerphone Edition, the first 33.6K bps Macintosh modem that doubles as a standalone speakerphone. The Sunnyvale, California, company notes that the \$269 unit continues to work as a speakerphone, even after the computer has been turned off. Microphone mute, speaker volume and answer/hang-up buttons are available on the product's exterior case. The device also comes with Global Village-developed telephone and fax software.

"If you think about how people expect a speakerphone to work, they would expect to be able to answer the phone whether the computer is on or off," says Charlie Oppenheimer, vice president and general manager of Global Village's communication systems division. "The TelePort Speakerphone Edition gives customers the highest possible modem speed with high-quality speakerphone features to make this product a tool people can easily use and appreciate."

EFF to Launch Privacy System

Working with CommerceNet, online civil liberties group the Electronic Frontier Foundation plans early next year to launch a service to protect the privacy of Internet surfers. Reporting from San Francisco, the Reuter News Service says, "Aiming to ease consumer concerns about Web sites collecting their names and other vital information and marketing it, the two groups set up a system to discourage commercial firms from tracking someone's online travels."

The system involves a "voluntary accredidating system" for businesses with commercial Web sites, under which accredited companies would disclose on their Web site how much of a visitor's information is being collected. "Currently," notes Reuters, "people surfing the Net with even casual visits to different sites are leaving an electronic trail of their visits, often including many details beyond their name." EFF has been working on the privacy system, dubbed eTRUST, for months, with plans to commercialize it in early 1997.

Canon Ships Digital Camera

Canon Computer Systems Inc. has started shipping its first "point-and-shoot" digital camera. The \$949 PowerShot 600 features the look and feel of a traditional camera while offering an 832- by 608-dot digital resolution. The camera's 570,000-dot CCD sensor produces a 24-bit image in up to 16.7 million colors. The PowerShot 600 ships with 1MB of internal memory to store up to 18 images. The camera can also store up to 72 images with an optional 4MB flash memory PCMCIA card. Additionally, an optional 170MB hard disk drive PCMCIA card makes it possible for users to store up to 900 high-resolution images and more than 3,000 compressed images. Canon, based in Costa Mesa, California, says the PowerShot 600 is the only digital camera priced under \$1,000 that allows users to attach voice recordings or comments to images as sound files.

Intuit Updates Quicken Software

Intuit Inc. is offering new versions of its Quicken and Quicken Deluxe personal finance management programs for Windows 3.1 and Windows 95

computers. The Mountain View, California, company says the updated programs feature a streamlined interface and new technologies that significantly improve the day-to-day user experience. Among the new features are enhanced audio and video support and improved Internet connectivity.

"Our absolute priority this year was to knock down the barriers that people encounter when using personal finance software for the first time," says Scott Cook, Intuit's chairman and co-founder. "This new design keeps the best of what our customers know and love about Quicken but makes accessing Quicken's features dramatically faster and more efficient. This is without a doubt the easiest Quicken ever." Quicken and Quicken Deluxe are priced at \$29.95 and \$59.95, respectively. Upgraders are eligible for a rebate (\$10 for Quicken, \$20 for Quicken Deluxe).

U.S. Robotics Offers New Modem

A new superfast modem intended to allow users to get online at speeds nearly double those currently available over regular phone lines has been unveiled by market leader U.S. Robotics. Reporting from Skokie, Illinois, United Press International says the firm's new x2 technology boosts the top speed of a standard modem to 56 kilobytes per second from the current standard of 28.8 or 33.6 Kbps, adding field trials of the new equipment begin next month. Steve Tabaska, executive director, MCI data services engineering, told the wire service, "As the Internet continues to evolve from a novelty into an important business tool, customers are demanding faster and more reliable service."

And U.S. Robotics Chairman Casey Cowell predicted x2 technology will have a widespread impact because most Internet access continues to take place over regular telephone lines. "The x2 uses an asymmetrical technology," says UPI, "and takes advantage of a special network configuration commonly encountered when an analog subscriber connects to a digital network. Data, especially images, can be transmitted over less bandwidth than current modems require." The company added that since the technology is software-based, consumers will be able to upgrade their current U.S. Robotics equipment without having to invest in new hardware. "Initially, at least, U.S. Robotics said the technology will not be applicable to modems manufactured by other companies," UPI added.

Sony Enters Data Backup Market

Sony Electronics is moving into the PC data backup market with the StorStation, its first-ever tape drive system. Developed in association with Iomega Corp., the StorStation is a 1GB native, 2GB compressed tape drive for home and small office users. The system offers 10MB per minute backup performance via Travan-1 and QIC-WIDE technology. The unit will be bundled with a tape cartridge, backup software and CompuServe Sprynet software with the Netscape Navigator Web browser.

"Our marketing research has shown that while a majority of PC users have experienced a data loss due to a hard drive crash only a minority backup regularly," says Bob Striano, senior vice president of sales and marketing for Sony Electronics' recording media and energy group. "PC users' average hard drive capacities have increased. What these customers need is a high capacity, easy-to-use and affordable backup solution to prevent data loss. With 2GB of capacity, 'one step' backup software and a suggested retail price below \$200, the StorStation fulfills these PC users' needs."

Microsoft Overhauls Network

A radical overhaul of Microsoft Network switches to using TV-like programming among its new features to attempt to attract viewers/users/surfers. Writing in The Wall Street Journal this morning, reporter Don Clark notes, "The long-awaited makeover of the Microsoft Network, based on World Wide Web technology, includes special software to make it easier to navigate through MSN's original information content. It also offers six content 'channels' and 20 so-called shows that are structured like TV fare and designed to present new material to consumers, rather than waiting for them to explore on their own."

MSN Vice President Laura Jennings told the paper, the changes reflect Microsoft's new effort to transform the Web into a true mass medium from only about 10 million regular users today. She said Microsoft will spend \$100 million on promotion in the next 12 months, and has no plans to make money for three years. Clark said the strategy "adds a potent weapon to the arsenal Microsoft has aimed at Netscape Communications Corp. and other Internet competitors."

The Journal adds, "Most of the most compelling new features of MSN, such as animation and news feeds, unlike typical Web material only will be available to PC users running Microsoft's Internet Explorer 3.0 browser and its Windows 95 operating system. Both are pivotal products in Microsoft's attempts to set Internet standards." This prompted analyst Tim Bajarin of Creative Strategies Inc. in San Jose, California, to comment, "It's the hooks to move everybody to their world."

Nonetheless, Clark sees "significant risk" in the move, because "Netscape and most Web and online services are catering to the broader audience that uses earlier versions of Windows or other operating systems." Jennings and others said the browser and Windows 95 were essential to create cutting-edge content. The new MSN pricing includes a \$19.95 package for unlimited monthly Internet access as well as the service's content. Information access alone costs \$6.95 for people who use another Internet service.

As reported, MSN was launched along with the Windows 95 operating system in August 1995 and became the third-largest online service with 1.6 million subscribers. "But," as Clark observed, "just four months after launch, Microsoft junked its original format as part of a companywide shift toward the Internet. MSN originally used proprietary technology and was open to any entrepreneur who wanted to contribute content and services. But that approach couldn't hope to match the endless variety of the Internet, executives concluded. So the company reversed course and said it would create a Web-based service that was based on content it developed or selected."

Prodigy Reinvents Itself on Web

Starting next week, the struggling Prodigy online computer service will remake itself as an Internet service provider on the World Wide Web. Reporting from Prodigy's White Plains, New York, headquarters, The Associated Press says users will reach Prodigy's services directly through the Web and that the company will charge \$19.95 a month for unlimited use of its new service, which will offer live chat, discussion groups and electronic mail.

President Paul DeLacey told the wire service all the material currently available on Prodigy will be accessible to Prodigy Internet subscribers by the end of the year. Added Prodigy Chairman Gregory Carr, "As of today we are a new animal. We are a value-added Internet service and no longer an

online service." Prodigy was the third-largest online service a year ago, behind CompuServe and America Online, but growth has stagnated and now observers say Prodigy, with a million subscribers, has fallen behind newcomer Microsoft Network, which signed up 1.5 million subscribers in its first year.

Last May, International Wireless Inc. bought Prodigy from co-owners IBM and Sears for \$250 million. Commenting in The Wall Street Journal this morning, reporter Jared Sandberg noted, "Some industry watchers think Prodigy's efforts may be too little, too late." He added, "As an Internet-service provider, Prodigy is entering hostile terrain."

The market is extremely price competitive and is expected to rapidly consolidate into a handful of huge service providers that have the financial muscle and marketing might to wage a global battle for customers." Sandberg quoted people close to the company as saying Prodigy plans to move onto the Web with a new \$100 million ad budget to be spent during the next year on radio and print ads, though Carr declined to comment.

Cisco Buys Netsys Technologies

For \$79 million in stock, Cisco Systems Inc. has agreed to buy closely held Netsys Technologies in what observers say is an effort to acquire software that helps technicians design complex computer networks. The Reuter News Service reports Cisco, the world's biggest maker of computer networking equipment, also is canceling plans to repurchase 16.8 million of its own shares because of uncertainty over a recent interpretation of an accounting rule by the Securities and Exchange Commission.

Cisco officials told the wire service the company could be liable for more taxes if the interpretation is applied to its practices. Netsys makes software that simulates the operations of a computer network, enabling technicians to build a model of a planned network on a computer to see how well the network can handle the flow of computer information. Since February 1995, Cisco has had a minority stake in Netsys, which has about 50 employees and now will become part of Cisco's central engineering unit. Reuters notes that since 1993, Cisco, based in San Jose, Calif., has bought 14 networking and software companies "to plug holes in its product lines and to acquire technology that makes it easier for customers to use its networking devices."

Lotus Plans Rent-a-Site Software

Lotus Development Corp. says it will develop a family of collaborative Web applications, called Domino SPA (Service Provider Applications), that will allow users to rent their own Web site. According to the IBM Corp. subsidiary, Domino SPA will allow users with little or no technical expertise to create their own secure, interactive and collaborative Web site by using a Web browser. Domino SPA will be hosted by Lotus Notes Public Networks (LNPNs) and Internet service providers and rented by small and medium size companies, home office users and consumers.

Lotus states that Domino SPA will allow users to create a Web site without purchasing and installing a server, hiring a Webmaster and investing time to create and manage Web content. "With these ready-to-use applications, users in a matter of minutes can create a Web presence that ranges from an interactive home page to a virtual private community that enables collaboration among partners, customers and suppliers or even family and friends," says a statement issued by the software publisher. Domino SPA is

slated to become available in early 1997, says Lotus. Pricing will be set individually by the service providers.

Sony Files Property Rights Suit

In a move designed to protect intellectual property rights of its PlayStation game console and software, Sony Interactive Entertainment has filed several lawsuits against companies that allegedly are selling counterfeit and grey market PlayStation games. In a coordinated litigation effort, the firm has sued companies based in New York, Toronto, Miami and Orange County, Calif. The suits were filed under the Racketeering Influenced and Corrupt Organization Act (RICO), as well as trademark and copyright laws.

One of the suits charges that National Console Support and other companies have marketed a device that enables counterfeit and grey market games to operate on the PlayStation game console. Companion suits filed simultaneously charge Super Collector and Video Games Plus with unlawfully selling and distributing counterfeit games in the U.S. The companies are accused of marketing and selling games via the Internet, e-mail and the U.S. Mail.

"On behalf of the consumers that purchase the PlayStation and its games, we will go to any length to protect the integrity of our products," says Riley Russell, director of legal and business affairs for Sony Computer Entertainment America. "We hope this suit sends a clear message that Sony will not tolerate illegal actions as they relate to our products and that we will vigorously prosecute all infringements to the greatest extent of the law."

Sony Interactive Entertainment's actions take advantage of an amendment to the RICO act recently signed into law by President Clinton. The reach of the act was expanded to permit suits against organizations dealing in pirated intellectual property, particularly counterfeit goods or goods bearing counterfeit marks. The suits seek to impound infringing products in addition to recovery of damages. "We believe that these actions may be the first of their kind since the Congress amended the RICO act to include counterfeiting as a predicate offense to protect intellectual property," says Joel Linzner, an attorney with the Townsend and Townsend law firm in San Francisco.

USR DATABURST STR Focus U.S. Robotics continues to lead the way

U.S. ROBOTICS ANNOUNCES DATABURST ISDN 128K

External Terminal Adapter Provides Parallel Port Connectivity Over ISDN
& Enhanced Throughput With Turbo PPPT Feature Set

SKOKIE, Ill., -- September 1996 -- U.S. Robotics (NASDAQ: USRX) announced the new DataBurst ISDN 128K, a desktop parallel port terminal adapter (TA) providing a cost effective, high-performance solution for ISDN-only connectivity. The product allows U.S. Robotics to provide a solution for users who have applications that require a higher bandwidth of ISDN through parallel port technology. The DataBurst ISDN 128K will be available in October, 1996.

"The DataBurst gives users high speed access to the Internet and on-line services," said Jennifer Schuster, product marketing manager for client products, U.S. Robotics Network Systems Division. "It will provide telecommuters and employees working from home direct access to the corporate LAN, and enable the Small Office/Home Office (SOHO) user with a single PC to reap the advantages of ISDN bandwidth."

Advanced Parallel Port Performance

The DataBurst will enable users to reach the full potential of ISDN at 128 Kbps plus compression for higher transfer rates up to 512 Kbps. Parallel port connectivity has no speed restrictions and with the multiple types of compression available, it is possible to achieve a faster transfer rate. This is in comparison to external serial port devices, which are limited to 115.2 Kbps.

TurboPPP: Enhanced Throughput

A key component of DataBurst is TurboPPP, a set of capabilities developed by U.S. Robotics to maximize performance over ISDN. TurboPPP is a collection of features designed to work with industry standards that gives users maximum ISDN performance on every call no matter what device they're connecting to.

Multilink PPP

TurboPPP includes Multilink PPP, allowing two 64 Kbps B channels to be aggregated for total uncompressed throughput up to 128 Kbps' achieving faster transmission of graphics, large files and LAN-based data.

Compression

TurboPPP enhances the data transmission by supporting multiple forms of data compression software for ISDN transmissions (including Stac, Microsoft, Ascend). TurboPPP enables the DataBurst to adjust the compression type based on the device on the other end of the call with potential throughput up to 512 Kbps. Other devices execute compression in hardware which is limited to supporting a single type of compression.

Windows 95 Enhancements

The addition of TurboPPP to the DataBurst also opens up the potential of ISDN to Windows 95 based applications that do not support Multilink PPP or data compression. TurboPPP enhancements provide the benefits of Multilink PPP and multiple compression types up to 512 Kbps, even when the application supports only single link PPP (64 Kbps).

"For Internet access, Telecommuting, and remote applications requiring higher-performance ISDN connectivity, DataBurst provides excellent throughput, taking the best advantage of any available compression standard," said Schuster. "As part of our full line of ISDN access solutions, the DataBurst allows U.S. Robotics to put in place complete, end-to-end solutions for the fastest access to information."

Additional Features: Integrated NT-1, Multiple Interfaces, Security

With the integrated NT- 1 version, the DataBurst provides a complete solution for a direct connection to the ISDN wall jack, saving the space and the cost of an external NT- 1. The product also supports Windows 95 Dial Up Networking and Win ISDN interfaces for use with popular Internet, remote LAN access and data communications software packages. Security features support PAP and CHAP protocols through PPP.

Diagnostics & Logging Features

Features include D-Channel protocol monitoring, line diagnostics and call logging for quick resolution of telephone service provider problems. The protocol monitor translates network signaling messages for interpretation of

the interface to the public network. ISDN line diagnostics and self-tests will determine if the Basic Rate Interface (BRI) line is configured correctly. The call logging function enables users to view activity histories and trace potential problems.

Availability

The DataBurst ISDN 128K will be available in two versions. Integrated NT-1 version, list priced at \$279, provides a direct connection to the ISDN wall jack. S/T version, list priced at \$239, is designed for use with a standalone NT-1 or PBX's that support S/T interfaces.

What is the DataBurst ISDN 128K?

The DataBurst ISDN 128K is a parallel port terminal adapter (TA) designed to connect to an Integrated Digital Service Digital Network (ISDN) Basic Rate Interface (BRI) access line. It is a passive device, in that, it uses the processing power of the PC to communicate over end-to-end PPP or Multilink PPP connections.

What is a BRI access line?

BRI stands for Basic Rate Interface. A BRI access line typically consists of two B-Channels and one D Channel. The B-Channels are 64 Kbps and the D-Channel is 16 Kbps. The B-Channels send or receive the data traffic while the D-Channel is used for call control to setup or bring down a connection. The DataBurst supports two B-Channels and one D-Channel.

Why is ISDN important?

ISDN is a digital technology that provides end-to-end digital service over the public switched network. It works over the same twisted pairs that have already been installed in offices or homes. Some of ISDN's main advantages over the analog public switched telephone network (PSTN) are as follows:

- ISDN is a totally digital network. The transmission is inherently more accurate and reliable than analog.
- The ISDN network is capable of increased transmission speeds, up to 64 Kbps per channel, 128 Kbps with Multilink PPP or higher with compression.
- The increased accuracy, reliability and transmission speed translates into increased bandwidth, fewer errors and faster connects and disconnects of calls.

What are the key features of the DataBurst?

- Integrated NT-I - no external device needed. Simplifies installation and reduces cost of ownership.
- Multi-Vendor Interoperability - supports a variety of ISDN standards (V. I 10, V. 120, Asynchronous to Synchronous PPP, Multilink PPP, multiple compression types).
- TurboPPP - for high performance, including Multilink PPP and multiple forms of compression.
- Windows 95 Enhancements - opens ISDN to applications that do not support Multilink PPP or compression, even when the application supports only PPP (64K).
- Multiple Interfaces - supports Windows 95 Dial up Networking and WinISDN interfaces.
- GUI Interface - graphical interface that displays B and D-Channel connections for easy configuration.
- Security Features - supports PAP and CHAP protocols through PPP.
- Diagnostics and Logging Features - for quick resolution of telephone service provider problems.
- Simple installation and configuration.

Why is an integrated NT-1 important?

The NT-1 allows the DataBurst to be connected directly to the U-interface jack provided by the telephone company. It combines the S/T interface, the NT-I, and a power supply for the NT-I into a single connection on the back of the DataBurst. An external NT-I can cost up to \$600 if purchased separately. The integrated NT-1 interface saves money and simplifies installation.

Does the DataBurst support PPP?

Yes. DataBurst will support PPP in the form of Asynchronous to Synchronous PPP. The DataBurst converts the asynchronous data from the computer to synchronous data so it can be sent across the TCP/IP network.

What is Turbo PPP?

TurboPPP consists of three major features designed by U.S. Robotics to maximize performance over ISDN.

1. Multilink PPP - allows two 64 Kbps B-Channels to be aggregated for an uncompressed throughput up to 128 Kbps.
2. Compression - supports multiple forms of compression (includes Stac, Microsoft and Ascend) with a potential throughput up to 512 Kbps.
3. Windows 95 Enhancements - opens up the potential of ISDN to Windows 95 applications that do not support Multilink PPP or compression.

What is the main benefit of the DataBurst?

The main benefit of the DataBurst is pure, raw speed!

What are other benefits of using the DataBurst?

- Allows users to connect a PC to a remote computer network using a standard parallel port on a computer.
- The remote network can be the Internet or, if the user is a telecommuter, the office network.
- If the user is connecting to the Internet. they will be able to utilize all the features offered by the ISP. This includes browsing, uploading and downloading files, electronic mail, World Wide Web sites and chat rooms.
- Permits the Windows 95 telecommuter access to the office network just as if they were at work. This allows access to the office network for file retrieval/storage and email over the LAN at work from the home site.
- Allows the Windows 95 user to connect to a single, remote PC using another DataBurst. This allows peer-to-peer network programs for file sharing between two PCs.

What types of users will benefit from using the DataBurst? Users who wish to increase bandwidth for high-speed data transfer, remote access and Internet browsing over ISDN with improved reliability and quicker setup times.

What are the key applications to target for the DataBurst?

- High-speed file transfer
- Telecommuting
- Remote LAN Access
- Internet Access

What are the minimum requirements for the DataBurst?

First of all, you need an ISDN BRI phone line which is available through the local telephone company. Secondly, your PC must be configured to meet the following minimum system requirements:

- PC 486 CPU-based or higher
- Windows 3.1 or Windows 95 operating system

- DB-25 Parallel port Connector on PC
- 4 MB RAM (8 MB RAM for Windows 95)

Why use a parallel port instead of a more common serial port connection? When a conventional serial port connection is made, data is transferred to a PC one bit at a time. Once data reaches the serial port, it is stored in the system's Universal Asynchronous Receiver/Transmitter (UART) until it is processed into the main memory. Common buffer capacity in a serial port's UART is one or 16 bytes.

When a DataBurst-to-PC connection is made through the parallel port, data is transferred eight bits at a time instead of one bit as in serial mode. This results in increased performance because the parallel port uses eight data pins while the serial port uses one. The parallel port has an internal buffer size up to 64 bytes to store data compared to the one or 16 bytes in a serial port's buffer.

What is the price of a DataBurst?

Description	List Price	Part Number
DataBurst ISDN 128K NT-I U Interface	\$279.00	001280-0
DataBurst ISDN 128K S/T Interface	\$239.00	001281-0

What support is available for the DataBurst?

(general Tech Support - 800-550-7800

I-Team - Offered through a new toll free number: 1-888-USR-ISDN.

I-Team: Complete ISDN Support

Since June 1995, U.S. Robotics has ensured complete interoperability with the I-Team for ISDN support; now offered through a new toll free number: 1-888-USR-ISDN. The I-Team is a customer service group focused on providing end-users with area specific information regarding ISDN availability, installation charges services contact information, tariffing and support for ISDN products. The service is designed to make obtaining and installing ISDN products and services as simple as possible.

Please refer DataBurst inquiries to U.S. Robotics at 800-USR-CORP.

Parallel Port Technology: Terminal Adapter-To-PC Connection through the parallel port

The high speeds that can now be reached by today's communication devices have increased the demand for bandwidth to support mass data transfer for Internet, remote access and Small Office/Home Office (SOHO) applications at an affordable cost.

Today's users need devices that deliver higher performance to the desktop utilizing existing technology. Expanding the use of the parallel port for higher connection speeds between external devices and PCs exploits the advantages of ISDN's higher bandwidth. This white paper explains the advantages of parallel port connections and how they can increase the data transfer rate.

Differences Between Parallel & Serial Port Connections

When a conventional terminal adapter (TA)-to-PC connection is made, it is done through a serial port interface. Data is transferred to a PC one bit at a time. Once data reaches the serial port, it is stored in the system's Universal Asynchronous Receiver/Transmitter (UART). The DART receives the

data and stores it in its own internal buffer until processed into the main memory. Common buffer capacity in a serial port's DART is either one or 16 bytes.

When a TA-to-PC connection is made through a parallel port interface, data is transferred eight bits at a time instead of one bit at a time, as in serial mode. This results in increased performance because the parallel port uses eight data pins, while the serial port uses one. The parallel port has an internal buffer size up to 64 bytes to store data compared to the one or 16 bytes in a serial port's buffer.

Advantages of Parallel Port Connectivity

Using the parallel port solves the frequently encountered serial port bottleneck. Since TAs provide connection speeds of 128 Kbps and higher with compression, the ability to transfer megabytes of data increases, as does the chance of losing data when transferred through a serial port interface.

In a majority of PCs, the serial port does not have the ability to process data at the high speeds required by TAs. As data is transferred one bit at a time in serial mode through one data pin, it is collected in the WART's internal buffer. Once the buffer is full, files cannot be transferred at the maximum rate. This can result in frequent retransmissions, increased line charges, damaged files and lost data.

Transfer errors occur because the serial port buffer is unable to handle the data arriving at such a high speed. The data stored in the WART's buffer is then overwritten by the new data before it is stored in the computer's memory. Once the data is overwritten, error-correction protocols signal the transmission failure and request that the information be resent. The problem is not just that lost information is resent. The entire chunk of data is resent, which takes time and increases transmission costs.

What does Parallel Port Connectivity Mean to U.S. Robotics Customers?

With a parallel port connection, data transmission and increased buffer capacity unite to transfer data faster with less interruption. This in turn utilizes less of the computer's system resources to transfer data at higher speeds, which allows the user to perform other functions while sending or receiving data. For example, over ISDN, the parallel interface allows the system to reach speeds of 128 Kbps (up to 512 Kbps with compression) without interruption.

Compression

As defined in Newton's Telecom Dictionary, compression is "reducing the representation of the information without reducing the information without reducing the information itself."

Compression refers to the compacting of information before it is transmitted over a communications link. With compression, it is possible to achieve effective data transfer rates 2-4 times the actual rate over analog and digital lines. There are several different compression methods that can be supported between two communicating devices.

A majority of manufacturers implement hardware based compression, which limits them to supporting one type of compression. Devices implementing compression through software allow multiple types of compression to be available, insuring maximum performance. The major forms of compression used today over ISDN include Microsoft, Stac, and Ascend.

Applications

The greatest demand for parallel port connectivity comes from telecommuters and corporate users working from home that require access to the Internet and/or the corporate LAN. It also provides SOHO users without LANs, as well as consumers, faster access to the Internet and online services. As the use of these applications increase, so does the need for more bandwidth and decreased line charges.

Internet and Online Access

Parallel port connectivity provides high-speed access to the Internet and online services with fewer interruptions. With the increase of content on the Internet, users can improve performance by utilizing ISDN for faster World Wide Web transfers. Less time is spent waiting for graphics, documents and large files to download.

Telecommuting and Corporate LAN Access

Users working from home will always require access to a LAN at the corporate office. Telecommuters can establish high-speed connections to their corporate LAN with immediate access to applications such as email, database access, image and graphics transfer. All benefit from the high bandwidth provided by a parallel port connection.

SOHO [Small Office/Home Office]

With parallel ports already available on every PC, the potential home-based uses include access to the Internet and connections to the office after hours. Parallel port connection also provides small branch offices of a corporation and home-based sites faster access to information.

DataBurst ISDN 128K

With these applications in mind, U.S. Robotics offers the DataBurst ISDN 128K. The DataBurst is a external, parallel port TA that provides a cost-effective, high performance solution for ISDN. Since DataBurst contains an integrated NT-1 device, users can connect directly to a digital line, with no additional devices necessary. Use of the parallel port eliminates the loss of performance associated with existing external serial port-attached devices. The DataBurst enables users to reach the full potential of ISDN at 128 Kbps plus compression for a higher transfer rate, up to 512 Kbps.

TurboPPP, a unique set of capabilities developed by U.S. Robotics to maximize ISDN performance, is a key component of DataBurst. TurboPPP includes Multilink PPP, which combines two 64 Kbps B-channels, achieving throughput of 128 Kbps. Databurst also opens the potential of ISDN to software that does not support Multilink PPP or data compression. Turbo PPP brings multiple forms of compression over ISDN (Stac, Microsoft and Ascend) to the DataBurst, for data transfer up to 512 Kbps.

A Parallel Thought

Always remember that when mass amounts of data are transferred, the chance of losing data increases. Parallel port technology is a convenient and inexpensive solution for those searching for improved communications. Parallel connectivity is readily available on any PC. It doesn't require disassembly of existing hardware and no extra interface devices are needed. Plugging in one cable connects informational resources within the corporate network for improved access for the small office/home office and the Internet.

U.S. ROBOTICS SHATTERS SPEED BARRIER:
DELIVERS 56 Kbps OVER
STANDARD TELEPHONE LINES

Internet Service Providers Embrace New x2 Technology; Plan Field Trials & Roll-Out

Skokie, Ill., October 16, 1996 -- U.S. Robotics (NASDAQ:USRX) today announced a key breakthrough in modem technology that provides Internet and on-line connections at speeds nearly twice as fast as those currently available over standard telephone lines. U.S. Robotics' new x2 increases the top speed of a standard modem for downloading data from 28.8 or 33.6 Kbps to 56 Kbps -- equivalent to many Integrated Services Digital Network (ISDN) connections, but without the need for expensive new central office equipment required by other high-speed technologies.

Service Providers Sign Up for x2

U.S. Robotics also announced that the world's leading Internet and on-line service providers support x2. To date, more than 30 service providers worldwide have agreed to participate in field trials with broad roll-out plans to follow. "As the worldwide leader in providing consumer Internet on-line services, America Online is excited about the x2 technology that will provide our more than 6.2 million members the ability to access AOL at even faster speeds," said Matt Korn, vice president, operations, America Online. "We will continue to work with innovative technology, like x2, which will expand our members' experience and enable them to use a variety of multimedia services on AOL." "We plan to aggressively deploy this new high-speed modem technology across the IBM Global Network's more than 500 local calling points in the U.S.," said Gary Weis, general manager, worldwide operations, IBM Global Network. "As soon as this new feature becomes available, the IBM Global Network will implement x2 via our automated software download process that enables customers to obtain network enhancements like this easily and quickly," he said. In the near term, IBM Global Network will use x2 technology in the U.S., Canada and 14 other countries.

"If you'd said a year ago that an average home user could be on the Net at 56 Kbps, people would probably have accused you of being mad -- but the future seems to keep arriving ahead of schedule," said Paul Rivers, technical director at UUNET PIPEX, a leading Internet Service Provider in the United Kingdom. "U.S. Robotics has 'come up trumps' again, and UUNET PIPEX will upgrade its network to the fastest speed possible the instant the technology becomes available." These service providers already use U.S. Robotics' Total Control Enterprise Network Hub, a remote access server, which will enable them to quickly and easily upgrade their networks and offer x2 service to millions of existing subscribers.

With the introduction of x2, U.S. Robotics will deliver the industry's only immediate, end-to-end higher speed solution for both individuals and service providers. "No other company has both the market presence and systems architecture to immediately provide on-line and Internet Service Providers (ISPs) with a significantly faster and better Internet experience," said Casey Cowell, chairman, chief executive officer and president of U.S. Robotics. U.S. Robotics submitted a proposal for 56 Kbps modem speeds to the ITU-T in September. As a key contributor to many past standards, the company plans to lead the effort to standardize 56 Kbps technology worldwide. However, because of the typically lengthy time to bring a standard to fruition, U.S. Robotics is bringing x2, a proprietary technology, to market immediately.

"The unique combination of USR's market leadership in modems and Texas Instruments' market leadership in DSP (Digital Signal Processor) solutions will set a new standard in Internet access for the networked society," said

Rich Templeton, SemiConductor Group president for Texas Instruments. "USR's new x2 technology enables solutions for a wide variety of communications products, and TI is pleased to be part of this innovative technology."

Why Faster is Better

Surfing the World Wide Web has become immensely popular, but the increase in complex graphical content on web sites has slowed the downloading process. x2 substantially speeds up the delivery of information and reduces time wasted waiting for information, thereby increasing productivity for users. "As the Internet continues to evolve from a novelty into an important business tool, customers are demanding faster and more reliable service," said Steve Tabaska, executive director, MCI data services engineering. "Through the use of .S. Robotics' x2 technology, MCI will be able to offer our dial-up Internet customers faster connectivity without the added expense of an ISDN line."

Most Internet access continues to take place over regular telephone lines, so x2 technology is expected to have a widespread impact. "Increasing the speed at which data can be delivered will dramatically improve service for those already using the Internet, and it will encourage more people to get connected," Cowell said.

x2 Enhances Corporate Remote Access

Any corporation can easily add x2 to existing Total Control systems through a software upgrade. This flexible pgrade path is unmatched in the industry and is the reason many major corporations have standardized on Total Control. The system was designed with "investment protection," which allows customers to easily take advantage of new technologies without completely changing to new hardware in their networks.

U.S. Robotics' corporate and smaller ISP customers also will benefit from the company's other remote access products that will offer x2.

"Corporate applications are fueling tremendous growth in remote access," Cowell said. "As the top remote access provider, U.S. Robotics will be the company that delivers multiple higher-speed solutions," he said.

x2 Technology Boosts "Downstream" Data Delivery

U.S. Robotics develops its own modem technology, unlike competitors who purchase "chipsets" from third parties. By using DSPs, which are programmable modem engines, U.S. Robotics has the flexibility to innovate new capabilities, unlike most other companies. x2 is an asymmetrical technology that supplies 56 Kbps "downstream" for transmissions from service providers. It takes advantage of a special network configuration commonly encountered when an analog subscriber establishes a connection with a data server that is digitally connected to the Digital Telephone Network (DTN). This new transmission technique differs fundamentally from the modulation techniques used for high speed modems.

This model is ideal for Internet or remote access because information sent to the individual desktop is typically graphics-based and requires a high-performance channel. User requests, such as http commands, require less bandwidth and can be transmitted quickly "upstream" at conventional 28.8 or 33.6 Kbps speeds. Because of U.S. Robotics' flexible software-based modem architecture, the company also has the capability to add both proprietary protocols and standards to its products, ensuring compatibility and connections with other products at the highest speeds available.

It's Easy to Upgrade to x2

In many cases, individuals will be able to obtain a simple, inexpensive

upgrade for their U.S. Robotics modems. U.S. Robotics Sportster modems now on retail shelves worldwide can be upgraded to x2; Sportster x2 upgrades will be available in January 1997. The vast majority of homes and offices will be able to take advantage of x2, although some locations may not be able to achieve these speeds because the configuration of the local telephone loop will not accommodate the service. The connection at those locations will fall back to the highest standard modem speed available on that line.

U.S. Robotics will conduct field trials in November and begin shipping x2 to Internet and on-line service providers as well as end users during the firstcalendar quarter of 1997.

INTERNET SERVICE PROVIDERS WORLDWIDE
SUPPORTING U.S. ROBOTICS x2 TECHNOLOGY

North American and Global Providers

America Online

ANS

Commonwealth Telephone

CompuServe

CyberGate

HookUp (Canada)

IBM Global Network

Netcom

MCI

Mindspring

Prodigy

TDS Telecom

U S West

Web America

Australia

Microplex

Netexpress

Austria

Netway

France

Grolier Interactive Europe

Germany

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All articles submitted to STReport for publication must be sent in the following format. Please use the format requested. Any files received that do not conform will not be used. The article must be in an importable word processor format for Word 7.0.. The margins are .05" left and 1.0" Monospaced fonts are not to be used. Please use proportional fonting only and at eleven points.

- '• No Indenting on any paragraphs!!
- '• No Indenting of any lines or "special gimmickery"
- '• No underlining!
- '• Columns shall be achieved through the use of tabs only. Or, column format in Word 6-7 Do NOT use the space bar.
- '• No ASCII "ART"!!
- '• There is no limits as to size, articles may be split into two if lengthy
- '• Actual Artwork should be in GIF, PCX, JPG, TIF, BMP, WMF file formats
- '• Artwork (pictures, graphs, charts, etc.) should be sent along with the article separately
- '• Please use a single font only in an article. TTF CG Times 12pt. is preferred. (VERY Strong Hint)

If there are any questions please use either E-Mail or call. On another note. the ASCII version of STReport is fast approaching the "end of the line" As the major Online Services move away from ASCII.. So shall STReport. All in the name of progress and improved readability. The amount

of reader mail expressing a preference for our Adobe PDF enhanced issue is running approximately 15 to 1 over the ASCII edition. Besides, STReport will not be caught in the old, worn out "downward compatibility dodge" we must move forward. However, if the ASCII readership remains as high, rest assured. ASCII will stay. Right now, since STReport is offered on a number of closed major corporate networks as "required" Monday Morning reading.. Our ascii readers have nothing to worry themselves about.

Many grateful thanks in advance for your enthusiastic co-operation and input.

Ralph F. Mariano, Editor
STReport International Online Magazine

Symantec and NetCentric Announce Alliance to Deliver Internet Fax Solution to Millions of Users

Internet Expo, Boston, Mass.-October 16, 1996-Symantec Corporation (Nasdaq:SYMC), the worldwide leader in communications software, and NetCentric Corporation, the leading provider of software for the Internet Infrastructure, today announced an alliance to develop, co-market and deliver a comprehensive Internet fax solution later this month. By working with NetCentric, Symantec is offering its millions of WinFax PRO users access to the Internet as a reliable, inexpensive network for worldwide transmission of their faxes. WinFax PRO 7.5, the latest upgrade of Symantec's leading desktop faxing technology, will include seamless connectivity to high-performance NetCentric servers inside the Internet, enabling WinFax PRO users to easily send secure, point-to-point faxes over the Internet to any fax machine in the world that exists off the Internet.

"By working with NetCentric, Symantec is helping to make Internet fax an everyday business tool rather than a hobbyist toy," said fax industry analyst Peter Davidson of Davidson Consulting. "The millions of WinFax PRO customers understand the power of desktop faxing and are the people most likely to embrace Internet faxing as a logical extension to their current business activities. The Internet will profoundly impact fax technology and drive it to the level of rapid technological change that is coming from the Internet."

Benefits to Users Faxing constitutes 40% of a company's telecommunications bill, with the average Fortune 500 company spending almost \$15 million annually on fax-related transmission charges, according to a 1996 Gallup/Pitney Bowes Survey. The Internet infrastructure provides a more cost effective network than the existing public phone network to carry major segments of this faxing traffic. Users can send multiple faxes at once directly through their Internet connection and save up to 80% of the cost of sending a fax over the long distance telephone network. In addition to reducing transmission costs, WinFax PRO and NetCentric can eliminate the need for individuals and organizations to invest in dedicated fax lines, fax machines or expensive LAN fax servers.

WinFax PRO is a powerful productivity tool for Small-Off'ce/Home Office (SOHO) users, but they will also find additional benefits using Internet fax

services. These users tend to communicate by fax on a regional basis, and often face higher long-distance charges as a result. They often cannot benefit from the deep discounts offered on interstate long distance. With Internet fax they gain the benefit of consistent competitive rates. "With over 10 million copies shipped, WinFax PRO has clearly become the standard for desktop faxing," said Christopher Calisi, vice president of Symantec's Communications Product Group. "This new offering dramatically raises the bar in the faxing industry. By potentially eliminating the need for dedicated phone lines and fax servers, while reducing telecommunications charges, WinFax PRO users can see dramatic savings in their fax costs using the Internet."

How It Works

Faxing over the Internet is very easy using the new WinFax PRO 7.5. Once users have established an Internet account with NetCentric through the WinFax PRO setup wizard, they have the option of sending desktop faxes either over the telephone lines or through the Internet. Once a user has selected to send a fax over the Internet, WinFax PRO 7.5 compresses and encrypts the fax and sends it through a NetCentric server, which then uses intelligent routing algorithms to route the fax over the Internet, at the lowest cost possible, to the recipient. Throughout the entire process, WinFax PRO 7.5 provides real-time status to the user. "The Internet is clearly the telecommunications architecture of the future," said Sean O'Sullivan, co-founder and CEO of NetCentric. "With this release of WinFax PRO, Symantec is leveraging their strength on the desktop with NetCentric's presence and capabilities inside the Internet to advance the state-of-the-art of fax and telecommunications at large." NetCentric develops POPware network software located inside the Internet at the points of presence (POPs) where the phone network and the Internet meet. POPware enables communications such as faxes to be delivered over the Internet to computer users and through phone lines to everyone else. It allows business communications to be shifted from the legacy telecommunications infrastructure to the Internet.

Symantec Upgrades WinFax PRO 7.5 To Embrace Internet Fax Version 7.5 Also Includes TalkWorks Telephony

Internet Expo, Boston, Mass.-October 16,1996-Symantec Corporation (Nasdaq:SYMC), the worldwide leader in communications software, today announced WinFax PRO 7.5, the latest version of its award-winning fax software for Windows 95. WinFax PRO 7.5 delivers all the traditional productivity benefits of computer based faxing, plus the ability to send faxes through the Internet to fax machines that exist off the Internet. WinFax PRO 7.5 becomes the first major computer fax application to embrace the emerging technology of Internet fax. TalkWorks, the WinFax telephony option, is now included with WinFax PRO 7.5, giving users with supported voice modems' voice answering and telephony capabilities, along with a full-featured fax program in one box.

"The best way for us to keep in touch with our clients is by fax and this contributes substantially to our long distance telephone bills," said Thilo T. Newman, President of Newman & Lord Enterprises Inc., "The ability to fax over the Internet is the kind of cost saving technology we have been looking for. All our employees have direct access to the Internet through our computer network, which means they can now start faxing right from their desktop's without incurring additional hardware expenses such as installing dedicated telephone lines and purchasing modems. It is great to finally be given an opportunity to lower our overheads." Newman Lord has 1,000 employees worldwide, and is involved in T.V, Film and Television Production, as well as Medical and Real Estate Drodacts and services.

How Fax Embraces The Net

WinFax PRO 7.5 takes advantage of the Internet infrastructure and gives users a low-cost alternative to the traditional telephone network for long distance faxing. WinFax PRO 7.5 uses the Internet as a medium to transport faxes to traditional fax machines or computers equipped with a fax modem that are not directly connected to the Internet.

Together with NetCentric, the leading provider of software for the Internet Infrastructure, WinFax PRO 7.5 delivers point-to-point faxing from the user's desktop to any fax machine or device worldwide. This is done through an Internet connection, thus eliminating the need for a separate, dedicated fax line or fax machine. Internet fax is secure, with RSA's encryption engine employed. Faxes can also be sent through the Internet, even if a corporation uses fire wall technology.

How Internet Fax Works

To the user, the process of sending a fax through the Internet is the same as sending a fax through the telephone network. Once the user has enabled the Internet fax service through the setup wizard, sending a fax over the Internet is easy. After preparing their document for faxing, the user is given a choice in which method of delivery-through a normal phone line or through the Internet-they would prefer to use. To the user, transmitting a fax appears to be the same for either method, however, behind the scenes the process differs. Once a user has selected to send a fax over the Internet, WinFax PRO 7.5 compresses and encrypts the fax and sends it through a NetCentric server, which then uses intelligent routing algorithms to route the fax over the Internet, at the lowest cost possible, to the recipient. Throughout the entire process, WinFax PRO 7.5 provides real-time status to the user.

Internet Fax Service Pricing

The cost of sending an Internet fax from anywhere in the world to a destination within the United States is 15 cents per minute. A user can also submit a fax from anywhere in the world and have the U.S. based server fax it to any fax machine or device outside of the U.S. for substantially less than a direct phone call. For faxes sent to destinations outside the United States, the price varies depending on the actual destination, with a discount up to 80% off standard long distance telephone rates being offered. A comprehensive rate list will be posted on the Internet to help users determine their savings when using Internet fax.

TalkWorks

TalkWorks, the WinFax telephony option, is now included in the box with WinFax PRO 7.5. TalkWorks offers users a number of enhanced features and capabilities, including enabling a computer equipped with a voice-capable fax modem to answer the telephone, and record and store voice messages. TalkWorks automatically discriminates between fax and voice calls so that users are also able to share a single analog phone line for both fax and voice. TalkWorks also includes telephony features such as speed dialing, conference calling, and hands-free operation through a full duplex speakerphone. In addition, TalkWorks supports multimedia PCs by enabling users to record greetings or play back messages through their .WAV-based sound boards.

Pricing and System Requirements General availability of WinFax PRO 7.5 in distribution and retail channels is expected in late October 1996. The product has an estimated street price of US\$99 (Can \$139) and includes a 60-day money back guarantee. WinFax PRO 7.0 users can upgrade to version 7.5 for US\$19.95 (Can \$29.95), however, users who purchased or upgraded to

WinFax PRO 7.0 on or after August 1, 1996 can call Symantec to get a free upgrade. Users of WinFax PRO 4.0 or earlier versions can upgrade for US\$49.95 (Can \$69.95). Users of WinFax LITE and any other Symantec product can upgrade/crossgrade for a cost of US\$59.95 (Can \$79.95). Upgrade prices do not include shipping and handling fees.

WinFax PRO 7.5 requires a minimum 486-based PC running Microsoft Windows 95, a Class I or Class 2 fax modem, 16 MB RAM and 28 MB hard disk space for a full install. A voice-enabled fax modem is required to use the functionality of TalkWorks.

About NetCentric Corporation

NetCentric Corporation, headquartered in Cambridge, Mass., was founded in January 1995 with the mission of providing extended network communications services by leveraging the capabilities of the Internet infrastructure. NetCentric has developed a new technology category called POPware that provides Internet-based telephony and computer services to organizations and individuals. Privately-held, NetCentric was recently identified by Upside magazine as one of the "fifty hottest" Internet companies. You can reach NetCentric on the World Wide Web at <http://www.netcentric.com> or by calling 1-888-POPWARE toll free, or (617) 720-5200.

About Symantec Corporation

Symantec Corporation develops, markets and supports a complete line of application and system software products designed to enhance individual and workgroup productivity as well as manage networked computing environments. Platforms supported include IBM personal computers and compatibles, Apple Macintosh computers as well as all major network operating systems. Founded in 1982, the company's global operations span North America, Europe and several fast growing markets throughout Asia Pacific and Latin America. Information on the company and its products can be obtained by calling (800) 441-7234 toll free or (541) 334-6054. Brand and product references herein are registered trademarks or trademarks of their respective holders.

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INTERNET USERS VALUE THEIR PRIVACY

The 1996 Equifax/Harris Consumer Privacy Survey for the Internet reveals that Internet users place a high premium on their online privacy, relative to non-Internet users. Sixty percent of the Internet users interviewed said their anonymity shouldn't be compromised when they visit a Web site or use e-mail. Only 45% of non-Internet users were sympathetic to the desire for online anonymity. About half (49%) of the Internet users who participated felt that the federal government should be restricted in its ability to scan Internet messages, compared to only a third (34%) of non-users. Seventy-one percent of Internet users did not want online service providers to track their Web surfing patterns for marketing purposes, while 63% of non-users felt this activity was intrusive. The telephone survey of 36 million people also found that Internet users tended on average to be better educated, earn more money and have a somewhat more liberal outlook than non-users. (BNA Daily Report for Executives 10 Oct 96 A24)

CONSORTIUM TO DEVELOP NET PRIVACY PRINCIPLES

A group of companies involved in electronic commerce via the Internet have banded together to develop a set of privacy principles for doing business over the Net. The Privacy Assured group includes WorldPages, Inc., Four11, I/PRO, Match.Com and NetAngels.Com, and was sparked by recent reports of database services such as Nexis/Lexis providing sensitive information to paying customers. Privacy Assured, which is a pilot program of the Electronic Frontier Foundation's eTrust project, will post its blue PA logo on Web sites that adhere to its standards. These standards include: not knowingly listing information about individuals that has not been volunteered for publication; not allowing reverse searches to determine individuals' names from e-mail addresses, phone numbers or other information; releasing only aggregated usage statistics, not individual information; and giving individuals the option to delete personal information from lists. (Broadcasting & Cable 7 Oct 96 p87)

MICROSOFT OVERHAULS MSN

Microsoft is taking a new tack to boost the popularity of its online service, switching to a television-like line-up of six "channels" and 20 "shows" that are structured to deliver new material to consumers, rather than wait for them to explore on their own. The company plans to pour some \$100 million into promotional efforts over the next 12 months, and doesn't expect the service to begin making money for three years. The restructured Microsoft Network will require a combination of Windows 95 and Microsoft Explorer browser software to access the most compelling content, such as animation and news feeds. "It's the hooks to move everybody to their world," says an analyst at Creative Strategies, Inc. (Wall Street Journal 11 Oct 96 B5)

AT&T OFFERS NEW WIRELESS TWIST

AT&T's new Wireless Office Service allows corporate customers to use wireless phones internally, via a private wireless network, as well as outside, via AT&T's digital cellular network. The service will be jointly marketed with Nortel, and will cost between \$700 and \$1,000 per user to install the on-site micro-cells necessary for receiving and transmitting

phone calls. For internal calls, any cellular handset may be used, and external calls require AT&T's new Digital PCS handsets. Saint Agnes Medical Center in Fresno, Calif. has found the new system improves patient care: "Nurses can be reached immediately," says the hospital's information technology director. (Information Week 7 Oct 96 p30)

LAPTOPS BUILT TO TAKE A LICKIN'

Matsushita Electric Industrial Co. is selling an accident-resistant laptop designed for the worst-case scenario. Sold under the Panasonic brand name, the machine is encased in a magnesium alloy cabinet, the disk drive is mounted in a shock-absorbing gel, and the liquid crystal display is protected by internal dampers. The super-rugged model, reputed to be coffee- and drop-proof, has been available in North America and Europe for about a month, and will begin selling in Japan on Oct. 20. (Investor's Business Daily 14 Oct 96 A8)

KLEINER INVESTMENT APPROACH? "KEIRETSU"

Kleiner Perkins, the venture capital firm that has distributed \$880 million in start-up funds over 24 years to support the incubation of more than 260 companies (including AOL, Compaq, Genentech, Lotus, and Netscape) says its mission is to found industries, not just companies. Kleiner partner John Doerr developed what he calls the "Kleiner keiretsu" -- using the Japanese word keiretsu to describe a network of companies that share experiences, knowledge and connections. (Washington Post 13 Oct 96 H01)

INTERACTIVE SHOPPING

Discussing the fact that the Home Shopping Network (HSN) had a 1995 operating loss of \$80 million, an article in The Economist says that one reason TV shopping has not prospered more is that it favors impulse buying rather than a conscious search for a particular product, and therefore attracts only people who have time to sit watching television for hours. In contrast, shopping on the Net rewards the efforts of active searchers, such as those who order books from a service such as <www.amazon.com>. (The Economist 12 Oct 96)

COURT SAYS MICROSOFT CONTRACTORS ARE REALLY EMPLOYEES

A Federal appeals court in San Francisco has ruled that hundreds of individual workers hired by Microsoft as "independent contractors" (and therefore not eligible to receive such employee benefits such as participation in 401(k) or stock option plans) must be reclassified as regular employees because they worked under close company supervision and were provided work spaces inside Microsoft facilities. Microsoft will appeal the decision. A company spokesman says: "Throughout the software industry, companies use temporary workers and independent contractors because our industry is so cyclical and the demand for product development is cyclical and often drops off. The alternative is something along the lines of typical manufacturing where you hire and lay off, hire and lay off." (New York Times 12 Oct 96 p17)

COALITION ANNOUNCES NEW DATA STANDARD

A coalition of 38 companies led by Netscape and Progressive Networks is proposing a new Internet data standard (called RTSP, or Real Time Streaming Protocol) that will allow the transmission of streams of digital information so that systems on the Net will be able to receive TV-like as well as 3D graphics. The acceptance of this new standard is likely to speed the introduction of stripped-down, low-cost "network computers" that will rely on the Internet as a file server for downloading software and data for just-in-time use. The coalition includes IBM, Apple, Sun, Digital Equipment, Hewlett-Packard, Silicon Graphics, and other large companies,

but does not include Microsoft. (New York Times 14 Oct 96 C3)

VOICEMAIL OVER THE NET

Several voice-messaging companies, including Lucent Technologies, Northern Telecom and Siemens Rolm Communications, are working with the Electronic Messaging Association to set standards for sending voicemail and fax attachments over IP networks. The group will submit its Voice Profile for Internet messaging draft specification to the Internet Engineering Task Force before the end of the year. The technology would allow companies save money by moving their voicemail systems to the Internet or private IP wide area networks, thus consolidating information traffic on one network, says a Nortel standards engineer. (Information Week 7 Oct 96 p89)

MOTOROLA'S M-STAR REACHES FOR THE SKY

Motorola has a new \$6.1-billion satellite project on the drawing board, comprising 72 low-orbit satellites capable of transmitting voice, video and data worldwide. The M-Star project is separate from Motorola's Iridium project, in which it's a 30% owner. M-Star is expected to take four years to complete from the time it receives FCC approval and lines up investors. The network will offer speeds of up to one gigabit for satellite-to-satellite laser communications and 155 megabits for satellite-to-earth transmissions. (Wall Street Journal 14 Oct 96 B4)

FORGET THE HOME PC

NOW IT'S THE "INFORMATION FURNACE"

As computer companies and industry analysts look toward the future of home computing, they're predicting that standalone desktop units will give way to a micro version of a client-server network, with one central server computer connected to several home-based clients. Compaq and IBM are both working toward this vision -- IBM has introduced a new line of Aptiva computers featuring a minitower that can be positioned separately from the compact console that houses the CD-ROM and floppy drives and their power controls. Compaq is working on a wireless network solution so that homeowners don't have to worry about pulling cable through their walls. Hewlett-Packard has dubbed the concept an "information furnace" that runs the rest of the household. "All of these devices will one day be interconnected using a high bandwidth home network that is easy to install, maintain and expand," says HP's senior VP for R&D. "Many of the technologies needed to realize the vision of a home information furnace and its attendant network are available today." (Investor's Business Daily 15 Oct 96 A8)

NEW GROUPWARE PRODUCTS FROM NETWORK

In addition to announcing the new 4.0 version of its Navigator browser software, Netscape is introducing new group aimed at the corporate market and featuring enhanced e-mail, group scheduling, filing sharing, and audio software. The audio software will support two-way phone calls over the Internet. (Wall Street Journal 15 Oct 96 B7)

NEW TWIST ON WEB ADVERTISING

Nissan is trying an unconventional method to lure Net surfers to its Web site. It will pay somewhere around \$1 to Internet visitors who click into its Nissan Pathfinder ad. The ad requires viewers to go on a techno-safari ride through a jungle setting and then answer a question about the ad. The novel approach underscores advertisers' frustrations with the new medium: "Web advertising is a very sexy thing to claim to do," says a Harvard business professor. "It's like, 'I have a Web site. I am hip.' But personally I don't know anyone who is an advertiser who is happy with the return on the money they are spending." Ad spending on the Web is estimated at \$43-million in 1995 and \$72-million this year. Projections

call for spending in the \$2-billion range by the year 2000. (St. Petersburg Times 14 Oct 96 p13)

THE EVOLUTION OF WEB LAW

Lawsuits over alleged occurrences of trademark infringement or defamation on the Web are expanding the traditional notion of legal jurisdictions and causing headaches for companies that use the Internet to advertise or sell their products. One recent lawsuit filed in California was decided in favor of the Vermont-based plaintiffs who claimed that a negative comment about their company sent by e-mail to an employee of Pacific Northwest Bell in Washington amounted to defamation because the message could be read by anyone on the system. "While modern technology has made nationwide commercial transactions simpler and more feasible, even for small businesses, it must broaden correspondingly the permissible scope of jurisdiction exercisable by the courts," reasoned the California court. The outcome of many of these jurisdictional disputes may hinge on the way that federal appeals courts interpret a 1984 Supreme Court decision in which a woman residing in New York State sued Ohio-based Hustler magazine in a New Hampshire court for libel. The court decided that the magazine company "continuously and deliberately exploited the New Hampshire market," thus making it possible to be sued there. If the courts follow this precedent, presumably anyone who operates a Web page could be sued in any jurisdiction in which that page can be accessed. (Investor's Business Daily 15 Oct 96 A4)

NEW YORK CABLE CHANNEL WARFARE

A federal judge has issued a temporary restraining order preventing New York City Mayor Rudolph Giuliani from allowing Rupert Murdoch's Fox News Channel to use one of the five cable channels allotted to the city on the Time Warner cable service to transmit its programs (without commercials) to New York cable subscribers. Time Warner says its First Amendment rights would be violated if it is forced to use one of its channels to transmit information it doesn't want to; the Mayor, who thinks the Fox News Channel would provide a welcome relief from what he regards as the liberal bias of the general media, says that the First Amendment rights being violated are those of New York City -- which should be able to choose what it transmits on its own channels; and Fox argues that Time Warner is giving unfair advantage to its own products, such as those offered by Time Warner-owned CNN. Stay tuned for further developments ... but check for local listings, especially in New York. (Wall Street Journal 14 Oct 9 B3)

NETWORK VANDALS

An unidentified person or persons used bogus, anonymous e-mail messages in mid-September to overwhelm network routers in the Northwest, preventing legitimate e-mail messages from reaching their destinations for nearly six hours. Carnegie Mellon professor Daniel Sleator says the perpetrators shouldn't be called hackers: "Call them vandals. 'Hacker' implies somebody sophisticated." Computer Security Institute analyst Richard Power says the Internet service providers "and the Microsofts, Lotuses, and Netscapes" are "throwing this stuff on the marketplace. They're making fortunes with software, but they're not building security in a way that is appropriate to the threat out there." (Seattle Times 11 Oct 96 A1)

TRUTH-IN-SILLINESS

AT&T has been offering "True USA Savings" and "True Rewards" long-distance phone service plans ... but now rival MCI has introduced a competitive offering called "True Rate." AT&T considers MCI's use of the phrase "True Rate" to amount to a truly false marketing ploy, and is suing to stop MCI from using the word "True" MCI regards the AT&T lawsuit as truly "silly." (Atlanta Journal-Constitution 15 Oct 96 B3)

PRODIGY REINVENTS ITSELF AS WEB SERVICE

Prodigy Inc. has decided what it wants to be when it grows up - another Internet service provider. The company is scrapping its proprietary online service and relaunching itself as a route to the World Wide Web. "As of today, we are a new animal. We are a value-added Internet service and no longer an online service," says Prodigy's chairman. The company plans a \$100 million ad campaign over the next year to build its new image. (Wall Street Journal 17 Oct 96 B11)

"KEY RECOVERY" REPLACES "KEY ESCROW" IN ENCRYPTION PLAN

The latest government proposal for encryption software controls touts a new approach called "key recovery." This provision would allow law enforcement officials to rebuild, or "recover" the mathematical key to encoded messages with the help of third-party code-breakers. The new policy reflects suggestions made in a National Research Council report released earlier this year. Under the Clinton plan, encryption keys would be expanded from 40 bits to 56 bits in products to be exported, provided the company agrees to the key recovery process. In addition, authority to issue licenses for overseas sales of such products would move from the State Department, where they're handled as "munitions," over to the Commerce Department. The Business Software Alliance, however, is still not completely happy with the compromise. "We expect to go back to Congress," says a BSA spokeswoman. "Although the announcement was clearly a step in the right direction, it's not at all what the industry was looking for in its entirety." (Investor's Business Daily 17 Oct 96 A4)

LOTUS NOTES FOR RENT

Lotus Development Corp. plans to allow PC users to "rent" a new version of its Lotus Notes program called Domino, allowing users to create their own Web pages at bargain prices compared to those charged by outside Web consultants. The Domino software will be housed on servers at Internet service providers and other networking entities. (Wall Street Journal 16 Oct 96 B8)

SPECIALIZED SEARCH ENGINES NEEDED FOR RESEARCH

Most scholars are agreeing that the average, run-of-the-mill Internet search engine doesn't produce much of value to their academic research efforts. One philosophy professor at the University of Evansville has taken matters into his own hands and created a search engine for his area of expertise, the ancient world. His engine, called Argos, filters out unwanted information by limiting searches to preselected Web sites deemed by a group of editors to be scholarly and topical. "We're imagining a whole series of these search engines to serve academe," he says. The Argos search engine can be found at < <http://argos.evansville.edu/> >. (Chronicle of Higher Education 18 Oct 96 A23)

SOME PROVISIONS OF NEW FCC PHONE REGS PUT ON HOLD

A panel of federal judges in St. Louis has extended a temporary restraining order on regulations issued by the Federal Communications Commission to determine how much a local phone service provider can charge a competitor for access to the provider's networks. The case will be reviewed on its merits in January. In the meantime, the FCC is appealing the ruling to the Supreme Court. (New York Times 16 Oct 96 C1)

SCIENTOLOGY COPYRIGHT DECISION REAFFIRMED

A federal judge in Virginia reaffirmed her earlier ruling that an individual who used the Internet to republish, without permission, copyrighted material of the Church of Scientology, was liable for damages; however, the

judge indicated that she will probably award only the minimal \$2,500 sought in the lawsuit brought by the Church. (Atlanta Journal-Constitution 17 Oct 96 D3)

INMARSAT'S NEW GLOBAL PHONE

The International Maritime Satellite Organization is selling a new, slimmed-down version of its mobile phone that can be used anywhere in the world, even in the remotest areas. The new laptop-size phone weighs about 4-and-a-half pounds and costs \$3,000 -- far less than its predecessor. Inmarsat's global phone is used by about 66,000 customers and currently has little competition, although ventures such as Motorola's Iridium project hope to cut into that market significantly. (Wall Street Journal 16 Oct 96 B9)

POSTAL SERVICE E-MAIL PLANS

The U.S. Postal Service has signed agreements with three California companies (Cylink, Sun and Enterprise Productivity) as part of its expanding activities in electronic mail services. Cylink will provide a system for electronically postmarking and encrypting messages; Sun and Enterprise Productivity will provide software that will let bulk mailers calculate the price of mail shipments on the Internet. (Washington Post 17 Oct 96 A21)

McGRAW-HILL PLANS E-JOURNALS

McGraw-Hill, the information company that publishes numerous books and periodicals, has developed several electronic journals called McGraw-Hill Science Online, and will begin to test them early in 1997. The journals, which will have full academic peer-review to ensure quality of the scientific information, are expected to speed up the information dissemination process as well as make it considerably more economical. (Financial Times 17 Oct 96)

TELLERS AS SELLERS AT BANK OF MONTREAL

The Bank of Montreal is in the middle of a \$300-million revolution that uses computers to build branches into sales sites, not just transaction points. The bank is redesigning older branches and developing new sites with more bank machines and special terminals that let customer service representatives open accounts and market products. (Toronto Star 16 Oct 96 B1)

JUDGE ORDERS DALLAS MAN TO CEASE HARASSMENT ON NET

A district judge in Texas has issued a restraining order against a Dallas man who was using the Internet to post sexually derogatory remarks about the wife of a couple who run an Internet service (and saying in a message: "By the way, I have a .45 too."). The man said he had developed "a bad taste in (his) mouth" after trying unsuccessfully to reach the company to price its services; however, he now "wholeheartedly, 100 percent" denies that his messages were threatening and insists that they merely adopted the sarcastic language typically found on the Internet. (Atlanta Journal-Constitution 17 Oct 96 D3)

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Technical support is provided by the Office of Information Technology, University of North Carolina.

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INFORMATION TECHNOLOGY CONFERENCE

The CAUSE organization's annual conference on information technology in higher education is scheduled for the end of this month in New Orleans. The conference will bring together administrators, academicians and other managers of information resources. For full conference information check out <<http://cause-www.colorado.edu>> or send e-mail to conf@cause.colorado.edu.

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Educom -- Transforming Education Through Information Technology

For Immediate Release

Corel Office for JavaT Preview Available for Live Access

OTTAWA, Canada - October 16, 1996 - Corel Corporation has announced that a preview of the upcoming Corel Office for JavaT is now available for live access from its Web site at <http://officeforjava.corel.com>. The office suite preview, which includes Corel WordPerfect for JavaT, Corel Quattro Pro for JavaT and Corel CHARTT for JavaT, is the first suite of office applications ever written for the Java platform and gives users an opportunity to experience the concept and interface of the applications first hand. The full beta version is scheduled for December 1996 and will include the initial applications along with a personal information manager and a presentation application.

"Corel Office for Java is revolutionary because it offers users the benefits of full cross-platform compatibility. Its small size and extensible feature set make it the ideal office productivity environment for the emerging server-centric thin client architecture," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "Corel Office for Java demonstrates the power and flexibility of the Java programming environment."

"Corel Office for Java is the obvious application to run on the new class of network terminals, bringing productivity tools to the entire enterprise," said Dr. Lew Tucker, director of corporate and ISV relations at JavaSoft, a division of Sun Microsystems, Inc. "The write-once, run-everywhere benefit to software developers means no one will be excluded from the power and productivity of Corel Office for Java."

Corel Office for Java meets the needs for full featured, portable productivity applications in the new thin client computing environment. In addition to the client software, Corel Office for Java features a Java implementation of LDAP (Light-weight directory access protocol) for server side administration of users, applications and documents.

"This complete suite of office productivity applications offers a modern GUI interface that users will find immediately recognizable and is built on component architecture that is light-weight, robust and portable," said Chris Biber, Corel's Technology Evangelist. "Java enables a new era in office applications and Corel is the first developer to take full advantage of this new paradigm."

"Corel has taken advantage of the strengths of Java to meet the demands of a rapidly-growing market for Intranet applications," said Donna Simonides, director of developer relations at Netscape Communications Corporation. "Netscape has made a similar commitment through Netscape One, Open Network Environment. Netscape One unifies into a single platform the standards of the Internet, such as HTTP, HTML, LDAP and Java, and a tool chest of open, cross-platform software and technologies for creating rich, distributed applications on the Internet and Intranets."

Corel Corporation Announces the Launch of CorelDRAW 7

OTTAWA, Canada - October 8, 1996 - Corel Corporation and its subsidiaries celebrated the launch of CorelDRAW 7 today at the Ottawa Congress Centre. Scheduled to begin shipping by mid- November, CorelDRAW 7 will carry a suggested list price of \$695 US. Designed for Windows 95 and Windows NT 4.0, the latest version of Corel's award-winning graphics package is feature-enriched and optimized for productivity, power and precision. The three main applications - CorelDRAW, Corel PHOTO-PAINT and Corel DREAM 3D - all rank in the top of their categories and together make a complete graphics solution.

"By creating a revolutionary user interface that provides intuitive access to unparalleled power, along with improved memory handling and faster file open, save, import and redraw, the development team has produced an elite package for any discerning graphic designer," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "New Internet graphics support, including the ability to create image maps and publish to HTML, round out the package like no other."

"I've been working at Corel since version 1.2 and this is the most excited I've been about releasing our flagship graphics product," said Leah Hayman, product manager for CorelDRAW. "This is, without a doubt, the biggest leap ahead of any CorelDRAW upgrade."

Aside from the three main applications, CorelDRAW 7 also includes the following supporting utilities:

- Corel MULTIMEDIA MANAGER 7: a visual file manager utility that helps users to easily organize and manage graphics files.
 - Corel OCR-TRACET 7: an enhanced optical character recognition/raster to vector conversion utility.
 - Corel TEXTURET: a procedural texture generation program that allows the creation of simulated natural textures like marbles, woods, stones, clouds and metals.
 - CorelSCANT: a wizard-driven scanning utility which includes preset processing options.
 - CorelDEPTH: an easy-to-use utility that facilitates the creation of 3D logos and text.
 - Corel CAPTURET 7: an advanced screen capture utility used to capture all or custom areas of a screen.
 - Corel SCRIPT EditorT and Corel SCRIPT Dialog EditorT: scripting utilities that facilitate the creation of add-on utilities for CorelDRAW and Corel PHOTO-PAINT through OLE 2 Automation.
 - CorelMEMOT: an OLE compliant utility that allows users to attach notes to their drawings or documents without altering the original graphics or text.
 - Plug-Ins: PhotoShop-compatible plug-in filters, including Kai's Power Tools 3.0 SE, Extensis Intellihance 2.0, Cytopia PhotoLab, Digimarc PictureMarc, and AutoF/X's Photo/Graphic EdgesT can be used in conjunction with either CorelDRAW or Corel PHOTO-PAINT.
 - Kodak Digital ScienceT Color Management System: a system to ensure accurate color representation during scanning, display and printing.
- 32,000 clipart images and symbols
1,000 Type 1 and TrueType fonts
1,000 + high resolution photos
250 + 3D models
400 + CorelDRAW and PaperDirectT templates
floating objects, tiling textures and more

CorelDRAW 7

The draw component of CorelDRAW 7 has been fully optimized for speed with faster file open, save, import, export and redraw capabilities. An innovative and context-sensitive Property Bar is the key to the streamlined interface and changes depending on the tool and objects that the user selects.

Extensive drag & drop, right mouse button support and interactive cursors have all been added - all in the name of convenience and increased productivity. A careful streamlining of menus, dialog boxes, toolbars and the Toolbox have also provided a more intuitive interface. Now, for example, text formatting options can be found in one dialog as opposed to three.

This comprehensive vector-based drawing application contains the following new features:

1. **Interactive Tools:** Fills, transparencies and blends have been made completely interactive and corresponding functionality may be accessed directly from the Property Bar. Simply click and drag on the object with the tool selected to perform any of these activities quickly and easily.
2. **Internet:** CorelDRAW 7 now allows users to assign URLs to any object and publish documents to HTML, GIF, JPEG or Corel BaristaT. Barista is the technology Corel has developed which allows users to create documents based entirely on the JavaT Language without any programming requirements. Netscape NavigatorT and Microsoft Internet Explorer color palettes are included to provide the user with accurate color selections for the Web. There is also a direct link within the Help menu in CorelDRAW 7 to Corel's home page.
3. **Drawing and Editing Tools:** The pan tool allows users to display while panning by simply clicking and dragging to move about the design. The Natural Pen tool can be used with a pressure-sensitive tablet to create curves of varying thicknesses and smooth calligraphic effects, which is great for artistic sketching. Spirals can now be drawn logarithmically, allowing users to draw them more naturally.
4. **Text Controls:** A Single Text tool for creating both artistic and paragraph text provides the user with greater productivity. With the text tool selected, the user can click on any path and automatically fit text to that path. New writing tools from Corel WordPerfect, including a spell checker, a thesaurus and a grammar checker, have also been included, as has Bitstream's TrueDoc font embedding technology. This allows users to maintain the visual integrity of their documents.
5. **Document Management Tools:** Color Styles allows the user to create linked color relationships to provide quick editing of illustrations. Document Info, Object Manager, and Find and Replace are excellent tools for managing work or troubleshooting problems.
6. **Effects and Enhancements:** New effects that will help produce creative illustrations include accelerated blending, beveled extrusions (both depth and angle can be affected), color adjustment of bitmaps and vectors, built-in bitmap effects, and support for Adobe PhotoShop-compatible plug-ins.
7. **Improved Connectivity and Enhanced Color Support:** Import and export filters have been improved upon, and the ColorSync 2.0-standard color management system has been licensed from Kodak to ensure accurate color representation during scanning, display and printing.
8. **Ease of Use:** A Scrapbook enables quick and easy access to CorelDRAW clipart, photos, user designs, favorite fills and outlines. Professionally designed templates, many from PaperDirectT, are ready-made and just a click away. CorelTUTOR offers step by step instructions on completing 50 CorelDRAW tasks and a reference manual provides information on all applications and utilities in the box.

This paint and photo retouching application also benefits from the CorelDRAW 7 team's focus on streamlining the user interface. The Property Bar is key and a new, totally customizable Status Bar has been added. Additions to the Options dialog such as virtual memory management, Super Nudge and Backup setting improve the functionality of the application. New internal memory management has also been added for fast loading, saving and editing of large image files.

New enhancements include an Object Transparency tool which allows interactive on-screen adjusters to change the transparency of an object, and a repeat stroke tool to paint images with a saved brush stroke. An Interactive Gradient Fill tool provides on-screen drag and adjust to apply gradient fills to any image, while an image sprayer can paint a series of realistic images, such as leaves, butterflies and various types of fruit, onto any Corel PHOTO-PAINT document.

More power is obtained through such enhanced operations as transformations, a new methodology that significantly improves the rendering of objects during multiple transformations. Tag WWW URL, found in the Object menu, adds to the power by allowing users to hyperlink objects for Web images.

Other new/enhanced features include:

- New transparent layer mode allows for more flexible image compositing and new bitmap creation.
- Improved Image Editing tools such as Enhanced Level Equalization, Sample/Target Balance, Tone Curve, Read-only Histogram, Enhanced Effects Preview, Lighting Effects and full support of the Adobe Format, Acquire, Filter and Export plug-in standards. All help to further enhance images.
- More control over the creation of masks with the new Color Mask for previewing multiple mask overlays, and the Scissors Mask tool for masking areas of significant tonal/color change.

Corel DREAM 3D

This 3D modeling and rendering application allows users to easily create 3D illustrations with predefined models and surface textures. A new Scene Wizard and object links have been incorporated into this version, along with improved rendering capabilities, camera navigating and object deformation tools, and better Internet connectivity. A new Corel Default workspace includes different views of the 3D scene, while the improved Hierarchy View contains an Effects tab for easier management of the effects. New interactive Dolly, Pan, and Track tools also help make it easier for users to navigate through scenes.

New object links including lock, slider, axis, shaft, ball joint, 2D plane and custom, as well as deformation tools such as Stretch, Shatter, Bend and Twist, and Scale XYZ, allow users to better manage and modify 3D objects.

Improvements to rendering include preset render settings, more control over ambient light, new Cloudy Fog Atmosphere and Backdrop. As rendering reduces files from a 3D computer scene to a 2D image, these new features allow users to significantly improve their output. To achieve more realistic rendering effects, reflected backgrounds have also been included.

System Requirements

Users will require a minimum of a Pentium 60 (Pentium 120 recommended), 16

MB of RAM (32 MB recommended), 40 MB of hard disk space to install CorelDRAW, Help, filters and fonts, a CD-ROM player (double-speed or higher recommended), a Mouse or Tablet, VGA display (SVGA recommended) and Windows 95 or Windows NT 4.0. Users may customize the installation to suit their purposes by choosing options such as minimum or custom install.

Pricing and Availability

Scheduled to begin shipping by mid-November, CorelDRAW 7 will be available for a suggested list price of \$695 US, with an upgrade price of \$249 US for users of any version of CorelDRAW from either the Windows or Macintosh platform. Corel VENTURAT and Corel Office Professional 7 users will also be able to take advantage of this upgrade price.

Technical Support Policy

Corel will offer 90 days of free support on a toll line from the official release date of the product. Thereafter, customers, who do not call within the first 90 days, will be offered 30 days of free support on a toll line from the date of their first technical support call.

Corel provides these additional support options:

- ' • IVAN: Corel's Interactive Voice Answering Network that provides customers with rapid access to the most current product information. Customers can obtain this service, 24 hours a day, 365 days a year, on a toll line by calling 613-728-7070.
- ' • Bulletin Board Service (BBS): A 24-hour information resource that lets customers access product information and helpful program files. To contact the BBS, customers may dial 613-728-4752.
- ' • Automated Fax System: Customers may obtain faxes of technical information by dialing 613-728-0826 ext. 3080 and requesting document number 2000 for a catalogue of available documents.
- ' • CompuServe Information Services: CompuServe subscribers can access the Corel Technical Support forum by typing GO COREL.
- ' • Corel's Home Page: An Internet World Wide Web site with product and technical information. Customers may access Corel's site at <http://www.corel.com>.

Corel Announces 1996 Design Contest Winners

International Panel of Judges Honor Computer Artists from Europe, the United States and Canada

Ottawa, Canada - October 9, 1996 - Eight international artists collected top honors in Corel's \$3 million World Design Contest, held at the Corel Center in Ottawa, Canada on October 8, 1996. The seventh annual event drew more than 5000 entries (by 1800 individuals) from over 60 countries worldwide.

The "Best of Show" prize was awarded to John Corkery of the United States for his design entitled "Hedy Lamarr." The "Best of Show" prize package is valued at \$250,000 US, including cash and prizes from Corel, Lexmark, RICOH, Hewlett Packard, Steelcase, Canon, Technics and Montage Graphics. Nasser Sharif of the United Kingdom won in the Goodwill Poster Category with his entry entitled "Peace - Who Gives a Damn?"

"This gala awards night showcases some of the best digital artwork in the industry," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "With \$3 million in prizes and \$250,000 awarded to

the overall winner, the Corel World Design Contest is the largest of its kind in the world."

Of the finalists, the following Grand Prize winners were selected in the following 8 categories:

People, Plants and Animals	John Corkery, USA
Landscapes and Landmarks	Antonio De Leo, Italy
Page Layout	Tomasz Wawrzyczek, Poland
Corporate Identification	Ron Richey, Canada
Specialty	Silvio Martins Alegre, Brazil
Goodwill Poster	Nasser Sharif, United Kingdom
Technical	Huan Le Tran, Canada
Abstracts	Giovanni Re, Italy

All images are available for download at
<http://www.corel.com/contests/worlddesign/>.

Grand Prize packages are valued at \$30,000 US and consist of cash and prizes from Corel, Lexmark, Micron, Sony, Intel, Kodak, Hewlett Packard, NEC, Wacom, Panasonic and Diamond. Corel also offered round-trip airfare and accommodation, along with \$1,000 in spending money, as part of each finalist's prize package.

Corel will publish the designs from the 1996 \$3 million World Design Contest in Corel ArtShowT 7, a full-color coffee-table book with a companion multimedia CD-ROM to be available by late November 1996.

Corel Corporation

Incorporated in 1985, Corel Corporation is recognized internationally as an award-winning developer and marketer of productivity applications, graphics and multimedia software. Corel's product line includes CorelDRAWT, Corel WordPerfect Suite 7, Corel Office Professional, CorelCADT, CorelVIDEOT and over 30 multimedia software titles. Corel's products run on most operating systems, including: Windows, Macintosh, UNIX, MS-DOS and OS/2 and are consistently rated among the strongest in the industry. The company ships its products in over 17 languages through a network of more than 160 distributors in 70 countries world-wide. Corel is traded on the Toronto Stock Exchange (symbol: COS) and on NASDAQ-National Market System (symbol: COSFF). For more information visit Corel's home page on the Internet at <http://www.corel.com>. Corel and WordPerfect are registered trademarks and CorelDRAW, CorelVIDEO and CorelCAD are trademarks of Corel Corporation or Corel Corporation Limited. Java and other Java-based names are trademarks of Sun Microsystems, Inc. and refer to Sun's Java technologies. Netscape and Netscape Communications are trademarks of Netscape Communications Corporation. All products mentioned are trademarks or registered trademarks of their respective companies.

Kids Computing Corner
Frank Sereno, Editor

ONE OF THE MOST POPULAR ARCADE HITS OF ALL
TIMES SHOTS ON TO WIN 95, MAC AND SATURN

Irvine, California -- Interplay Productions announced today that one of the

all-time favorite arcade hits, Tempest 2000 T will be coming to Win 95, Mac and SEGA, SaturnT. Tempest 2000 revives the legend with enemies, bonus levels, awesome weapons, dazzling visual effects and a techno-rave soundtrack.

The popularity of this classic arcade mega-hit perpetuates Tempest 2000 to gamers who can now play it-on their home systems. Gamers will be able to play three new versions of the arcade legend: Tempest 2000, Tempest Plus, and Tempest Duel, plus the original. High-resolution graphics with cycle-shading and polygons are used to give the creatures and web a 3D feel. The psychedelic web and stunning explosions that transform into large geometric formations deliver compelling visuals. Over ninety levels with awesome enemies, weapons and power-ups will keep gamers addicted to this arcade hit.

"Tempest 2000 was the definitive arcade shooter game that drove the sales of the Jaguar console system and kept it alive," said Trish Wright, Interplay's vice president of Tempest 2000 is coming to new home systems with enhancements that sets it apart from the graphic styles typical of today's games." Along with strong classic game play, Tempest 2000 has two player modes that include cooperative and competitive play. Players can enlist the help of an AI droid when the going gets tough, and there are bonus warp worlds that add new dimensions to the game. CD-quality techno-rave music keeps up with the fast-paced action of Tempest 2000.

"The simple controls, fast-paced action and 3D perspectives make Tempest 2000, intense, addicting and fresh," said Rob Pardo, Interplay's producer. "The improvements over the original puts Tempest 2000 steps ahead of other arcade classics that have been converted for home systems."

The concept of Tempest 2000 is simple: gamers play the blaster at the end of a web, and the mission is to keep the enemy from reaching the end of the web. Once gamers start, they will remember why this was one of the most popular arcade hits of all time. Tempest 2000 is developed by High Voltage and published by Interplay for the SEGA Saturn and Mac. The Win 95 version is developed by Imagitec Design, Inc. and published by Interplay. The Win 95 and Mac versions will be available October 22, 1996. The SEGA Saturn version will be available November 19, 1996.

Founded in 1983, Interplay Productions is a company dedicated to manufacturing and distributing a wide range of award-winning entertainment and educational software designed by gamers, for gamers. Interplay releases products through Interplay, Brainstorm, MacPlay, VR Sports and Shiny Entertainment and its affiliated labels for personal computers as well as leading console game platforms. In addition, the company's OEM division represents a wide variety of publishers software to the OEM community for hardware bundling. More comprehensive information on Interplay and its products is available through the company's worldwide web site at <http://www.interplay.com>.

Gaming & Entertainment Section
with Atari User Support

Editor Dana P. Jacobson

From the Atari Editor's Desk

"Saying it like it is!"

It's about mid-week as I sit here putting together most of this week's column. Alas, I just don't have anything that's newsworthy to report to you this week. There are a few things that we're working on but I can't talk about them yet; I don't want to say we'll have some info and then have it fall through!

I do want to take a second to apologize to you, as readers, as well as Matt Norcross from Floating Fish Studios regarding our "Bird of Prey" CD review. Matt generously supplied us with a CD for review and I still haven't found the time to complete the review. While I could rush and get a review out, I don't feel that this would be fair to you, or Matt's product. I feel that it's responsible to really thoroughly check out the product and do a good job. That, I intend to do. I just feel bad that it's taking so long.

For those of you concerned that Joe Mirando's "People Are Talking" column might have disappeared forever - rest assured that it's been missing due to the fact that Joe has been ill for a few weeks and it's been difficult for him to work on a column. Nothing serious, but enough to incapacitate him in that endeavor. I can certainly relate and sympathize with him after my bout with double pneumonia a few years ago. Being that sick is certainly no picnic. We hope to see Joe's column again shortly - maybe even this week. Until next time...

Entertainment Section

Sony Files Suit!

Reaction to Don Thomas's 'Did Anyone Hear A Goodbye' Letter!

From the Editor's Controller - Playin' it like it is!

Things have quieted down on the Nintendo 64 front, although I must say that I've seen a couple of N64 commercials on television that are really terrible! If the shots that were included is any indication of the N64's power and excitement, I'm glad I own my Jaguars! And why is Nintendo advertising a product that no one can find? Excess marketing monies? Atari should have been so fortunate...

Don Thomas' public letter last week has caused a LOT of feedback, 99% of it was very positive and created an atmosphere of nostalgia. I think I've only seen one or two messages that were negative (one appears below). A number of the messages were solicited from Don and I've received permission to re-print them. I believe that these messages really convey a deep appreciation for the Atari hardware that many of us continue to enjoy using; they also show the appreciation for what Don Thomas tried to accomplish while at Atari. It's only fitting that these thoughts be brought out into the public for everyone to see. Although I conveyed my thanks to Don and those whose messages I'll be re-printing, in private - I wish to do the same here.

The messages that I received were all sent to Don in private e-mail. For most people, e-mail is used to convey personal thoughts that may not be said in the same manner if they were public. I can appreciate that and I'm grateful to all who gave their permission to relate their thoughts. For the record, I didn't receive a single response asking me to not print their mail.

Those responses make up the bulk of this week's issue. Not because of the

number of letters, but because it's been an extremely quiet week for gaming entertainment news. I'm still waiting to hear more from Sony and Nintendo to start getting on their regular mailing distribution as well as their product review system. On the Jaguar front, I am still trying to get in touch with Telegames regarding the games that they're publishing in the next couple of months. The Jaguar isn't dead yet, regardless of what Atari's "status" is these days. It might not be a lot, but you have to appreciate Telegames' chutzpah! Until next time...

Industry News STR Game Console NewsFile - The Latest Gaming News!

Sony Interactive Entertainment Inc. Files Suit

FOSTER CITY, CALIF. (Oct. 11) BUSINESS WIRE -Oct. 11, 1996--In an effort to strongly protect its intellectual property rights related to the PlayStation game console and PlayStation software, Sony Interactive Entertainment (SIE) has filed several lawsuits under the Racketeering Influenced and Corrupt Organization Act (RICO), as well as the trademark and copyright laws, against companies that allegedly are selling counterfeit and grey market PlayStation games.

In a coordinated litigation effort, SIE has sued companies based in New York, Toronto, Miami and Orange County, Calif. One of the lawsuits charges that National Console Support and other companies have marketed a device which enables counterfeit and grey market games to operate on the PlayStation game console and therefore contributes to the infringement of copyrights and trademarks controlled by SIE.

Companion suits filed simultaneously charge Super Collector and Video Games Plus with unlawfully selling and distributing counterfeit games in the United States. The companies are accused of marketing and selling these games via the Internet, e-mail, and the U.S. Mail.

"On behalf of the consumers that purchase the PlayStation and its games, we will go to any length to protect the integrity of our products," said Riley Russell, director, legal and business affairs, Sony Computer Entertainment America. "We hope this suit sends a clear message that Sony will not tolerate illegal actions as they relate to our products and that we will vigorously prosecute all infringements to the greatest extent of the law."

Sony Interactive Entertainment's actions take advantage of an amendment to the RICO act recently signed into law by President Clinton. The reach of the act was expanded to permit suits against organizations dealing in pirated intellectual property, particularly counterfeit goods or goods bearing counterfeit marks. The lawsuits seek to impound infringing products in addition to recovery of damages.

"We believe that these actions may be the first of their kind since the Congress amended the RICO act to include counterfeiting as a predicate offense to protect intellectual property," said Joel Linzner, attorney, Townsend and Townsend of San Francisco. "The amendments not only allow Sony Interactive Entertainment to recover damages for the sale of counterfeit games developed by Sony Interactive Entertainment, but also counterfeit versions of PlayStation games developed by licensed third-party publishers."

Counterfeit and grey market copies of PlayStation games will not run on the U.S. version of the PlayStation game console and typically do not have a game manual, or include a manual in Japanese. In addition, counterfeit PlayStation software may cause unnecessary damage to the hardware unit. Genuine approved PlayStation software goes through several stages of

rigorous quality assurance testing to ensure hardware compatibility and reliability. Counterfeit software could incorporate changes to the content on the CD which can cause a game to repeatedly attempt to seek to a non-existent file, which could cause failure of the user's PlayStation.

"Sony Computer Entertainment has developed a unique process to color the disc black," Russell added. "To date, counterfeiters have been unable to duplicate this process. If a consumer has a question about the legitimacy of a game, they should flip the disc over and look for the black back." Consumers who find counterfeit games should call Sony Computer Entertainment America's hotline at 800/345-SONY.

Sony Computer Entertainment America, a division of Sony Interactive Entertainment Inc., is based in Foster City, Calif. The company markets the PlayStation game console for distribution in North America, publishes software for the PlayStation game console for the North American market, and manages the U.S. third party licensing program. Sony Interactive Entertainment Inc. is a subsidiary of Sony Corporation of America.

Jaguar Online STR InfoFile - Online Users Growl & Purr!

A Rebuttal to Don Thomas

From: Mike Farren <farren@shore.net>

>Atari enjoyed moderate success with the Jaguar system and managed to lure shallow promises from third-party companies to support the system. Hardly shallow. What Atari didn't provide to third-party companies was, very simply, sales. It barely made sense to develop for the Jaguar at all. Add on the fact that if you did, you wouldn't make anything like the money you could on any of a number of other systems, and do you wonder why most big names stayed far, far away from a time and money suck?

>Jack's introduction of the 16-bit computer was initially hearty in the United States but it went extremely well in Europe. <

For a while. Then, the limitations of the ST became clear, the advantages of the Amiga even clearer, and Atari's sales in Europe plummeted.

>On a technical level, Atari 16-bit computers were designed beyond their time.<

On a technical level, Atari STs were crap. Limited, badly built, with capabilities considerably less than the competition offered and never significantly enhanced. The only thing they had going for them was the fact they were cheap.

>For less than \$1,000, consumers could enjoy "multimedia" before the phrase was ever really widely used.

>"Multimedia" predated the ST by more than a decade.

The icon-based working environment proceeded Windows popularity although the essential attributes of the two environments were very similar. Yep. They both worked badly. TOS/GEM was a joke. MIDI was built-in and became an instant hit in the high-end music industry. It became an instant hit in the *low* end music industry. The high end used, and uses, Macs.

>Clearly, Jack's experience with the world beating a path to the door of a company making a better mousetrap no longer applied. <

Jack Tramiel wouldn't know a better mousetrap if it snapped shut on his d***. What he built were *cheaper* mousetraps. Too bad that "cheaper" mean cheaper in every sense of the word.

>Apple Computer was born in a garage by ex-Atari employees. Only one of them.<

Woz never worked as an Atari employee, only a consultant/contractor on a very low level. And Jobs wasn't exactly their shining star, either.

>Why has no company stepped forward to adopt the remaining attributes Atari has to offer?<

Because those attributes are confined to debt, a very small market, and a completely obsolete product. Not the best of things to go out and buy, IMHO, unless the price were *really* cheap. Like \$10,000.

>I'd spend money for a thorough retrospect on Atari. Wouldn't you?<

Only if it were honest. That'd be enough to provide a laugh or two. Be sure and include the number of times Atari has been refused credit by components suppliers (they're legendary), the number of times they announced products which never shipped, the number of times they had breakthrough technology in their hands and let it slip away, their unique view of what "developer support" meant, and their inability to manufacture a decent, reliable product regardless of cost. And don't forget to tell the story of what happened to the *original* 16-bit 68000 computer, and why the only thing left of it after Tramiel got finished gutting the project was the image of J.R. "Bob" Dobbs in the ST's character set ROM...

Don Thomas replies:

Mike Farren,

A message of your was recently forwarded to me and I am delighted to reply.

>Atari enjoyed moderate success with the Jaguar system and managed to lure shallow promises from third-party companies to support the system. Hardly shallow. What Atari didn't provide to third-party companies was, very simply, sales. It barely made sense to develop for the Jaguar at all. Add on the fact that if you did, you wouldn't make anything like the money you could on any of a number of other systems, and do you wonder why most big names stayed far, far away from a time and money suck?<

I apologize for offending you and I can see how my choice of words may not have been the best. However, my summary is pretty factual, so I'll be happy to explain my position to your reaction. You are correct that it "barely made sense to develop for the Jaguar at all". I think the majority of my article emphasized over and over that Atari never came close to critical mass. When I referred to "shallow" promises, I am speaking of the fact that a great number of huge companies indicated early support with promises to convert their already successful titles on other systems to the Jaguar.

I don't blame them for not following through considering how weak the Jaguar was in the marketplace, but that doesn't change the fact that they virtually "promised" support by publishing Jaguar titles and they didn't follow

through. Regardless of the reasons why, such promises were "shallow". I do not wish to pick on any one of the companies because it's not my role to single any out, but it does apply to several of the large companies.

>For a while. Then, the limitations of the ST became clear, the advantages of the Amiga even clearer, and Atari's sales in Europe plummeted.<

Yes, I pointed out how Atari lost any footing in Europe, however, the Amiga suffered the same history as did the Atari computers and for much the same reasons. In fact, Commodore closed shop long before Atari did.

>>On a technical level, Atari STs were crap...

I don't recall using foul words in my article. Furthermore, such an expression is an opinion. I have learned long ago that it is pointless to argue opinions. If you post your opinion in Commodore support forums, everyone will agree. If you post it in an Atari support area, everyone will disagree. Personally, I think it's silly to argue which of two obsolete machines made by defunct companies may have had a few more features over another when either had no relevance to purpose of my vigil to Atari and both are largely based on personal preferences.

>For less than \$1,000, consumers could enjoy "multimedia" before the phrase was ever really widely used. "Multimedia" predated the ST by more than a decade.<

If you were to make your statement to argue with me accurately, you would have to say:

"'Multimedia' was a phrase which was widely used by the home computer industry since the mid 70's; more than a decade before Atari launched the 520 ST". In fact, as you and I both know, the term "multimedia" was *not* a catch phrase within the home computer industry in the seventies and most of the eighties.

>Yep. They both worked badly. TOS/GEM was a joke.<

Again, a personal opinion.

>MIDI was built-in and became an instant hit in the high-end music industry. It became an instant hit in the *low* end music industry. The high end used, and uses, Macs.<

I apologize. How in the world did I conclude that Fleetwood Mac, the Pointer Sister's Band, Arsenio Hall's Posse and hundreds others were part of the high-end industry? My mistake.

>Jack Tramiel wouldn't know a better mousetrap if it snapped shut on his @#\$.<

End of conversation. Your inclination to use foul expressions is indicative of what kind of person you must be. I have no desire to communicate with you any further.

--Don Thomas

And on a more positive note...

FR: Dana Jacobson 10/5/96 71051,3327

Don,

Very nice article. Let's hope people "take to the streets" to try and find

some answers. I will certainly do my part! <g>
Dana @ STReport International Online Magazine

FR: Mario Perdue 10/5/96 71524,207

Don, Great letter. Thanks for copying me on it. As you know, things are a bit different for me. I'm still a Jaguar developer. (I guess I the last of a dying breed.) So Atari/JTS is still a company I do business with (they need me to help unload the warehouse.) But you're right, their passing is really sad. BTW, rumor has it that Breakout 2000 will actually be released soon. The official announcement should come any time now.

Mario

PS: How's it going at Sony? Tell Bill, Mike and everyone else I know there, I said "Hi."

Sender: mgrove@ridgecrest.ca.us

As I walk through the local thrift shop with my 13 year old son, we both jump with excitement as we find a 1040ST and SC1224 for only \$10.00. We both run to gather the hardware. It looks almost new. A lady across from us notices the outburst and then points to an old XT keyboard and says "here's another over here." We hardly noticed her. It took a few minutes to set in. Then, at almost the same instant, we both remembered. Atari died. As it is with most children, when their parents pass on to early, they feel betrayed. No good bye's, no last words.

It's the only emotion left of the Atari Corporations name that I have. Betrayed. After a good game of AVP or Primal Rage, or a trip with Apex Media we both look at each other and wonder how this could happen. However, this IS hardware were talking about. The rest of the family is still here. I talk to one of them everyday. There was a movie called Short Circuit. In this movie, "Johnny Five", a robot of sorts, was brought back to life. It seems so simple. Just like in Never Ending Story. All you have to do it to give it a new name. Wizztronics was willing to do this. All they needed was the right to include TOS in their operating system.

Something that many others have done in the past, and some are currently doing. It's just that their out of reach of the American Patent laws. Never the less, Wizztronics is bound to United States law, and the whims of the former Atari CEO. What made this system so desirable was that it is based on probably the most advanced "outdated" machine of this time, the Atari Falcon 030. If this was the future, and Jack had the money to live on as a clone, do you think he would not do this for himself? As one last great gesture Jack, let the world you created live on. You don't have to give it away, but for TOS's sake, make them a reasonable offer. We don't need another set-top-box. Thank you Don, for the Atari Warehouse sales. I felt that I recovered the \$250.00 I paid on our first Jaguar:)

With Respect, (and please excuse the spelling)

Michael and Son, Jason Grove.

3 Atari Falcons

1 MegaSTE

1 MegaST

4 1040ST's

1 TT 030

6 SC1224's

1 SC1435

1 800

1 800XL

1 800XE
2 Jaguars
1 Jag CD Rom
2 2600's
1 7800
No Saturn
No Playstation
No Nintendo 64
accessories upon accessories
and finally, Pong.....

Sender: mbrent@awinc.com

Thank you for writing that, Don... if nobody else ever does a tribute, that was a touching and fitting tribute to Atari... and I dare say it had me dreaming back to the days when Atari was the "big" one... when I swore I would one day make games for Atari. :)

I came close, I think... myself and a few friends worked very hard to try and do work for the Jaguar... we had our design, our team, our time and motivation.. we needed only a devkit.. we kept hitting walls, unfortunately... eventually the experience left myself and my main partner rather soured. My partner wrote a rather tongue-in-cheek timeline of our experience at his web page, if you have time to check it out, at <http://www2.awinc.com/users/ghaddrell>
... it's not glamorous... but it's sometimes amusing.. and sadly true.

Perhaps... we tried to push a bit too hard... a company that was already pushed on all sides. Anyway... I have taken enough of your time. I hope all is well for you at your new job... and I'm forwarding your mail to the main "local" paper, anyway. (Vancouver Province). I also sent a note to dateline as you suggested... I suspect they'll get a "few" notes. :)

Sender: cb541@piglet.ins.cwru.edu

Don. Thanks for the article. Have you seen the article about Atari in Oct. 'Wired' mag? It has a flow chart of dozens of people and developments of Atari over the years. So, I can't figure how to get an article about Atari from dateline@nbc.com. I www.nbc.com, but there was no dateline I could see with my Lynx browser. How do I get this 'Goodbye' article about Atari from the e-mail address?
Thanks, and good luck.

Sender: beancity@newport.ntcnet.com

Don,
I have owned the 2600, 7800, Jaguar, Lynx, 400, 1200XL, 128 (I think it was called), 512 & 1040ST. I have supported Atari and enjoyed their hardware/software through the years. I'm sorry to see them go. If you hear of any deals to purchase Lynx products from the one warehouse you mentioned, let me know. Good Luck with Playstation. The King is dead, long live the King.
--
MikeJ

Sender: j.trautschol@genie.geis.com

Goodbye Atari...
And thanks for the retrospective Don. Great job. It truly is a sad ending... :-(

John

Sender: cudabert@magicnet.net

Donald,

Thanks for your email! I'm sure you have plenty of responses to wade through, so I'll keep this short. I've been a regular on rec.games.video.classic for over two years now, and I'm an avid (read: rabid) 2600 collector. I have over 300 distinct 2600 games in my collection, and although my wall unit is hardly a 'vault', I do keep all my equipment in great condition and it includes many items still in shrinkwrap. I also have a 7800, a Lynx (thanks to your Wacky sales), and I've used/owned Atari computers since 1979. I show my collection to everyone who visits, and the reaction is almost always the same. Usually the conversation goes like this:

Bud: "Uh-huh...I think I had an Atari. I had *all* the games for it!" Me: "Oh, then you'll probably recognize all of these..."

Bud: "Oh...my....gawd!"

Then we'll sit and handle a number of the cartridges, picking out old favorites and some of the more unusual ones, usually playing some of them. I've had people go home afterward and pull their Atari out of the closet and start messing with it all over again.

Anyway, my point is that of the collectors on RGVC, my collection is probably pretty unremarkable. Some people have tons of stuff. But each of us does help remind others that Atari was *the* company to compete against at one time, and Atari had some great products. In fact, some RGVC members have produced new games for the Atari. So, rest assured, Atari is missed by some and isn't likely to be forgotten as long as we're still around.

In closing, I'd like to ask you something. Some members of RGVC are interested in writing games for the 7800, but without knowing more about the numbers used in the 7800 checksum scheme, there is no way to write a game without distributing a set of custom ROMs. I am aware that the information about the checksum has not been publicly released, and I was wondering if you knew who held the rights to it now?

Thanks, and good luck to you.

Bert Whetstone

Sender: dbush@aldus.northnet.org

Hey Don,

How's things at SONY????? I tried out Crash Bandicoot at the local Toys R Us. I have to agree with an article I read in the local newspaper .it beats the hell out of Sega's Knights and the new Mario game. At the moment I'd buy a Sony system over all others.

Obviously that isn't the reason I'm writing. I found your article very interesting. I too have questions, and have written nbc as requested. A copy of my letter is below for your reading enjoyment. I'm lucky that I have a good electronics knowledge. I had a 3rd lynx that I picked up from someone on the net. Well this guy always used an ac adapter and the thing had -OLD- corroded batteries inside. I can't exactly send it to Atari for repair, so I ended up disassembling the thing and cleaning it up. It was horrible! One of the springs was totally gone! I ended up using a spring from a pen to fix it. Not exactly a direct replacement, but it worked. Now my 4 year old son has "his own Lynx" which will keep him happy.

I hope everything works out with a story on Atari. I hope you will keep us all informed if there is a story so we can make sure we watch it.

Keep in touch,
- Dave Bush

I was contacted by a former representative of Atari that wanted Atari fans to send a letter expressing how we feel. I own 3 Atari Lynx systems, and previously owned one of their computing marvels of the 1980's - the 520 ST. I still use my Lynx systems quite regularly. I have a 4 year old son with a heart condition and the Lynx is excellent for keeping him amused at the doctor's office.

I first became familiar with the Lynx in 1990 while working for Electronics Boutique. At the time there were three handheld systems on the market (Turbo Graphics hand held the Turbo Express, Nintendo's game boy, and Atari's Lynx - a fourth was released within the following year, the Sega Game Gear). The Atari Lynx was by far and large the best of the four. The main problem with the Lynx is that Atari owned it. Epyx originally designed it and sold it's rights to Atari, so this excellent system went from one economically doomed company to another.

Atari never had the funds or the marketing ability to properly market the Lynx. As such, I sold Game Boy and Game Gear systems by the dozens for every couple of Lynx systems I sold at Electronics Boutique. (The Turbo Express, while an excellent system, was very overpriced as well as being in very short supply. As such - people got upset that they couldn't find the system, so they gave up on it.)

So now I have 3 Lynx units with a full complement of games, and would like to find additional games that were manufactured. No retailer wants to dedicate space to these systems because they are "dead". I cannot find any access to where I can buy these games through whatever happened to Atari. I understand that there is a warehouse of equipment out there, but I as well as a bunch of other Lynx enthusiasts all wonder what will ever happen to it all. Naturally we'd love to get our hands on it.

Surely Atari has left over debts from the Lynx and Jaguar systems that were passed to Atari's new owners. Wouldn't these owners like our cash for those games to help pay some of this debt? Maybe I'm rambling, but it seems very strange to me that an entire company - a former industry mover and shaker no less - can just disappear one day without a trace. Surely there is a story in there some where.

Please feel free to contact me. My personal information is as follows:
Dave Bush
[Info deleted]
dbush@aldus.northnet.org
Thank you,- Dave Bush

Sender: mkudd@aol.com
Hello Don,

I just received a copy of your Atari article. I would have paid for it if I had to, it was that good. Maybe you should write the book yourself? I'm 29 years old, and played Pong as an 8 year old. I saved \$\$ from a paper route at the age of 11 to buy a 2600. I was constantly fascinated by Atari's arcade games - I feel they made the best, and that they were the true innovators. Atari was the arcade. I currently own a mint Gravitar, Space Duel, Major Havoc, and Black Widow. I restored them to pristine condition -

they are like classic cars to me. I got to go to Sunnyvale in 1982 to play in the national Gravitar tournament, representing the northeast US... I will never forget this.

It is really sad to think that the company is gone. I think there should be a documentary on PBS or something. They were the fastest growing company in the history of the U.S., and possibly the world. It was Atari that created a nationwide shortage of quarters, and tried to cure the problem with lobbyists who brought us the SBA dollar coin. I feel Atari has had the greatest assembly of talent in the world within a 15 year period, the only rival would be NASA between 1962-1972. Thanks again, and please feel free to message me back if you want to talk more.

Michael Kelley

Sender: d.fangmann@genie.geis.com

Don -

Thanks for the info, very interesting. Atari's computers are brilliant examples of 'ahead of its time' technology. They never got the widespread coverage they surely deserved. I myself have been using Atari Computers since 1985. Still use the MEGA STE + a Pentium machine. Also have the Lynx and Jaguar. It's a real shame what happened to Atari and now the same thing is going on at Genie at the ST Roundtable. Soon, it to, I believe will be a thing of the past. Thanks for your 'Internet Deals' and for the info on Atari. Keep in touch.

Daniel Fangmann

dfangmann@worldnet.att.net

Sender: d.iacovellil@genie.geis.com

Don,

That letter was very well said. And to put your mind to rest I too also did a special article in my Fanzine (Which should be mailed out by next week) called "The end of an era, or Is it". It goes to the video game wars from the 8-bit years till today and it explained how Atari was the king of games and how it fell. At the end of article It states the Jaguar may be dead but the Spirit of Atari still lives on.

dan

ps. I don't know if you knew about this but there's a petition on the net to have telegames produce all the unfinished games Atari did not to mention a underground group of programmers are working on making shareware games for the Jag also. (I'll post your letter in my next issue)

Sender: fxites@aol.com

Hi Don,

I'll make this quick, I'm sure you've been flooded with mail, but I just needed to thank you for the very moving and inspirational letter of yours which I just read. I'm sure that I speak for those who have not written you, we appreciate all you've done for the Atari loving public, and will always associate your name with the best Atari ever had to offer.

Sincerely,

Jon Savory

Sender: gonzalez@lainet.com

Don,

Good to hear from you once again....I thought that you would be lost in Sony

land and not heard from anymore! :-) I read your letter on saying goodbye...I personally think its 'bull **** that everyone has passed on the passing of Atari without saying a word. I have posted your letter on my home page (the first page that comes up) and hopefully we'll get some people to honor this unfortunate thing in the correct way that it should be done. Talk to ya later!

Juan

p.s. got any crash bandicoot stuffed animals that you wanna get rid of?

hehee He's a funny character!!

Sender: robert.coleman@ncal.kaiperm.org

Don,

Thanks for all the time and effort that went in to composing this letter. It is a poignant epitaph to Atari's rise and slow burnout into computer oblivion. I don't know how many Atarians are still out there. I still keep in contact with friends through GENie (my current on-line network) and there is still a large database of topics and categories on GENie that caters to those of us who still use our Atari computers. Though the amount of activity has certainly dwindled down over the past years. It wouldn't surprise me if GENie decided one day to archive the whole Atari section and free up their hard drive space :(

I certainly have a wealth of Atari history to fall back on. I still have the complete collection of STart magazines and 90% of ST Informer magazines. I also have a very large collection of the European mags, ST Action (primarily a gaming mag) and ST Format (of which I discontinued my subscription last year when I realized they were becoming redundant in their articles and there was just nothing more they could say that was new or unique).

Our family now lives in 3 computer worlds. My wife is a teacher and uses a grading program on the Macintosh almost exclusively. She composes handouts and posters on the ST for her classroom. We have 4 ST's still: two at home, one at school and one stored away for future use or backup. Then there's the Toshiba laptop I recently purchased for work and "real games" that never came out on the ST. Windoz 95 + a fast processor + color graphics and sound + CD ROM drive = computer bliss. Our kids still use the ST for report writing and my son is a heavy game addict. He uses the Toshiba almost exclusively now; wouldn't you after seeing what is out there for the PC?

I still enjoy using the ST and do not plan to switch (yet). I've got too much money invested in software and hardware! :o

I'll pass your message along to other present and past Atarians. If there is any historical documentation you might be looking for, keep in touch, I may have some materials that would be of interest to you. Hey, there might even be another Sacramento Atari Show next year!!

Best regards,

Bob Coleman

Sender: abaggs@beta.is.tcu.edu

Don:

Thank you for your recent E-mail. I will send an E-mail to Dateline. Maybe we will see a story. Did you see the detailed story on the history of Atari in the recent addition of Wired Magazine? You might want to pick it up.

I am curious as to the status of all the Jaguar games that were completed or near completion. John Scruch (sp?) insists that they are still working on

new games. How could that be with such a small staff? Also, I believe there was a lawsuit filed in the mid-1980's against Mattel for not releasing an advertised keyboard add-on for the Intellivision. I wonder if anyone would have a case against Atari for the slew of unreleased products.

I saw a VR system by Virtuality at Six Flags recently. It was playing Missile Command 2000. I assume this was the system planned for home use by Atari and Virtuality.

Thanks again for the message, Don.

Adam Baggs

FR: Jon D. Sanford 73223,3243

>The disappearance of Atari should rate up there with a lot of big news events. Why isn't anyone in the mainstream media doing anything? <

IMHO the Mainstream Media doesn't do anything it doesn't get paid for. To quote a journalist I know "There is no censorship but. You learn not to write anything that won't be accepted" We need to get used to the idea that news is advertising.

Sender: stuart@hal.com

Just a note to say Thanks:

I'm sure that you'll get some very annoyed responses from your mailing, stuff to the effect of "That was Last Week! Atari is History. Don't Waste Bandwidth." Here's my 2 cents: Thanks for writing. I'm not a History major, but I've always been fascinated with the "stories behind the technology." As "History is written by the victors," Apple, H-P, Microsoft, and (recently) even Intel folks have written "how the miracle happened" books. History helps us understand who we are, and how we got this way; for example, I've always marvelled at how many standards came about by accident.

Atari's sorry ending doesn't make its story any less compelling; we just need somebody to write it down. I'm not at all sure the best party to do this is MSNBC, either. I would suggest a book. My first thought was "He's interested, he's articulate, he's knows all the stories, so Mr. Thomas should write it." Then it occurred to me that you may not feel adequate to the task.

Well, maybe you just need a nudge, or some advice. Don't ask me; I know nothing of book authoring or publishing, and "anything is easy for the man who doesn't have to do it." However, there are many successful authors of similar books that you could talk to. While writing this, several names occurred to me:

Michael Malone Author of "The Big Score," (I haven't read it yet) and many other works chronicling the growth of the Valley. Occasionally writes an article in the Mercury News.

Leigh Weimers (sp?)

Regular column in the Mercury. Wrote a short "Guide to the Silicon Valley," including a self-guided tour of the original sites of many important Valley institutions. Atari's former HQ is on the tour.

? Kaplan Former CEO of GO, recently profiled as the CEO of www.onsale.com. I understand he wrote a book about his experience at GO (I haven't read it). You may think of many others, possibly better qualified than my list. Mr. Kaplan merits mention as someone that has written a book similar to what seems to be needed, yet he has no incentive to write Atari's story himself.

Some questions for you: Who knows all the stories? The Actors? The Places? I

know nothing of any of these, except that you clearly know a great deal. Even if you don't write the book yourself, you could at least work with a "Ghost Writer." (In my opinion, your command of english is more than sufficient to write such a book.)

I would meekly suggest you speak with these folks, and (especially) their publishers. The folks that print and sell such books probably have a good idea of what works (and sells). (You already know the frustration of crafting a superior product that doesn't

sender.nelson48@genie.geis.com

Don ~

What a wonderful article. How strange to feel nostalgia so strongly in so short a time!

Because of you and your wacky warehouse sale I own a TT that I could never otherwise afford. It is a great machine and I will use it for years to come while the IBM clones laugh at me. But I turn out product as fine and as quickly as they do, so who has the best laugh?

Sure, someday Atari will no longer compete, maybe in two years, maybe less the desire to get on the net in full color with a good browser or use a CD ROM with proper software will make me break down, but in a year or two won't those IBM machines have grown ever so much more like our basic ATARI? U know, User friendly. Maybe they will even allow you to remove and insert disks without telling them first that you are about to do it.

Anyway, thanks for posting. It made my night!

(:{ Grouch.

Sender: jsb@fkq.com

Great piece. I'm not an Atari person, but I've always respected the technology and innovation.

Signed - A Mac fanatic

Sender: stuart.ewen@barrhead.wvquaker.quakereurope.gb.sprint.com

Don

I enjoyed your article, and I too would like to know what exactly happened to the once giant of the video games industry. Especially after splashing out on a Jaguar and now feeling the squeeze of software availability. It seems to me it's only ever the connoisseurs of computers that appreciate the best tool for the job, or the best system for the game, and sadly there just ain't enough connoisseurs. I'll definitely miss those bassy overtones that seem to be deliberately programmed into each and every Atari product.

Sigh...

Anyway, before I go mailing dateline@nbc.com, what/who is it?

Thanks.

Rgds

Stuart

Sender: layne@sonic.net

Dear Don,

You've done a good retrospective of Atari here. I am happy to be able to read this....

We are proud owners of an Atari Falcon which we just purchased and will be using for hard disc recording (using CuBase and the Steinberg system). We have two good musician friends here in Santa Rosa who are recording with the

same setup. So, you might say, we have our own little Atari music users group.

We also are proud owners of an Amiga 1200 which is also fabulous. We're not giving up on the Amiga yet. There is still some hope there....

And, sure, we have a pentium for all the mainstream uses....

And we used to have a bedroom too! <G>

I appreciate time, energy, and devotion you put into your well written article. If I see a place to send it, I will. I will make sure our two Atari musician friends see it.

A tip of the hat....

Layne & James Russell

Santa Rosa, CA

layne@sonic.net

Sender: dooley@infomatch.com

Man... I agree with you 100% that was a great letter..! I sent it to about 45 people.. (everyone in my address book) hehe They have jumped ship and let us go down with it! Give the remaining product to whoever wants it.. what's tramiel going to do with it..! Keep it in case Atari products become antiques! <- (did I spell that right) Damn we have to find his personal e-mail address and have all the remaining Atari users e-mail him with their opinions..! NOT flame him, but let him know there is quite a few people out there that still support it!! Gee... we almost deserve the remaining stock for FREE for the Circus ride we've been on! Oh well... it's been a fun ride.. To bad it over!

Just a question.. Please don't flame me for this.. but I just gotta ask! And I feel I have good reason to feel this way! Now that Atari is no-more.. Just about all the Programmers are no-more (Companies I mean) Is it almost Legal to copy what was once commercial software?? I mean.. there is almost NO software coming out for the ST platform.. a few Independant prgs. but not really any Commercial stuff! So were have virtually no software support! I think the people that have hung around this long almost deserve the right to experience the Atari the way it was meant to be! I know there is only 1 STore in Western Canada that still caters to the ST and it is only about a 10% of his store that he dedicates to ST Software + hardware. I know there is Toad in the States.. but for me who has spent probably over close to \$15000 over the last 10 years..

(Believe me that is a loose estimate! It is probably a lot more!) supporting Atari.. I'm not really wanting to spend say \$50.00 on a new game anymore! Especially since Atari don't even support Atari anymore! I dunno!!! I'm so confused!! hehe. I just feel if people can use some of the software that they could never afford.. it might prolong the real death of Atari and we might be able to keep it alive for a few more years! But then there is the guy who wrote the game and spent a good year of his life working like a dog..! He deserves the money for all his hard work! But ya know what's really weird.? .

People post in comp.sys.atari.st to trade stuff through e-mail and nobody even flames them anymore! I guess they've all accepted the dead in a way! Hmmm... The memories! That's all they are now... Well except for the 1040STe, 4megs, TOS 2.06 computer that sits upon my desk, which I might add.. gets about -42 hours use outta me a day. And my 2600, 400, 800xl that is packed up in boxes in the closet that get pulled out about once or twice a year..! Hmmm... yup some very good memories! Thanks for your letter and your time to read this one!

John Dooley

Sender: amsler@nevada.edu

> Did you hear anyone say "Goodbye"?

> by Donald A. Thomas, Jr. (10/4/96)

>

[snip]

>But for some pathetic reason Atari's final days came and went with no fanfare and no dignified farewells. Why? Where did all the talent are all the archives? Where are the vaults? Where are the unpublished where are the originals of those that were? Why has no company stepped to adopt the remaining attributes Atari has to offer? Didn't a German company do that in 1995, enhancing the TT and Falcon to Motorola 68040/68060 variants ("Eagles" and "Medusas") ?<

>Where are the creditors? What has happened to all the properties and sites? Where are the warranty cards, promotional items, notes on meetings, unanswered mail? > P.O. Box 61657? Who goes to work in Atari's old offices? Where do their systems fixed? <

Now, **that** is a critical question for non-Las Vegas people. (Here, Dave Wisner has stuck with and provided outstanding service to the Atari user base through thick and thin ... mostly thin.)

>Who is publishing new games? Who still sells Atari products? Why are there still a lot of people talking about Atari on-line?<

The company might be dead (and as far as the "management" goes, good riddance!!), but the users and fans of the technology aren't! Our loyalty - - and appreciation of what the expression "easy to set up and use" **really** means -- remains largely intact. (Recall the pithy T-shirts from August 1995: "Win95 = MAC85!")

>I'm an ex-Atari employee and proud to have been. I'm still an Atari proud to be.

So am I!!!! I'm typing this on an Atari MegaSTe ... for which much of the "ancient" applications software (e.g., PageSTream, STeno, STalker, Arabesque, MegaPaint, EasyDraw, STipple, Silhouette, Zoomracks, etc. etc.) is **still** much easier to load and use than the inefficient, disk-hogging garbage on Wintel machines!

Considering that there are used TTs "floating around" out there in the secondary market, not to mention (looking ahead) used Medusas and Eagles, I expect to be using Atari computers for a **long** time to come!

Oddly enough -- or perhaps **not** oddly enough! -- the current issue of "Wired" magazine has an article entitled "Atari's Amazing Alumni."

If you can get a copy, read it! The Tramiel-era demise of Atari -- which numbers among its early employees two Steves surnamed "Wozniak" and "Jobs" (!) -- is both horrible and heart-rending. When I really get down to pondering this dissolution, I may just shed a tear or two.

>To me, these are questions which all deserve an answer, but who will ask them?<

>The best people to ask these questions are those who have exposure to the public. If you believe Atari left us without saying goodbye, contact dateline@nbc.com. If you REALLY believe, then send this article to 10

friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to or other news programs. A letter in your own words would be great!<

>I'd spend money for a thorough retrospect on Atari. Wouldn't you? Wouldn't it at least be nice to say "Goodbye"?<

Considering the contempt with which the post-Warner "management" treated the user base (not to mention the shoddy treatment of their own developers, retailers, and dealers!), did anyone really expect such a courtesy under these (admittedly, trying) circumstances?! <

- John J. Amsler
amsler@nevada.edu
Motorola Inside!

Sender: tlschwie@oakland.edu

Dear Don,
As a longtime Atari devotee, I have for several years had a very positive and respectful view of yourself (as well as my beloved Atari) your recent statements about Atari and it's demise have touched me a great deal and I want to Thank you for putting into words a great many of the feelings I have experienced since "The Fall". It seems as if History has been abandoned and betrayed, it's like a death without a funeral. Today's my birthday and I turn 24, for 19 of those 24, Atari played a deep and personal role in my life. The demise of Atari is more than just a death in the family, it feels more like a murder. But thank you for doing all that you have for as long as you have, your hard work and devotion to a just cause was not in vain, you are one of the great heros of Atari History, a sincere soldier. You will be remembered.

Thanks again
Sincerely,
Rodney Sochocki

Atari 2600	May 5	1977
Atari 5200	Dec.25	1982
Atari 800XL	Dec.25	1984
Atari 1040st	Aug.29	1986
Atari 7800	June 15	1987
Atari Lynx	Dec.25	1991
Atari Jaguar	Oct.4	1995

ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
73637,2262

Hidi ho friends and neighbors. It's been a couple of weeks since we've talked and I apologize for that. I've been sick with "the infection that wouldn't die". I'm now on another antibiotic which seems to be working, but I'm not completely recovered yet. I really hope that this is not a sign of the way things are going to be this winter.

On the brighter side, next week our friend Alejandro Aguilar will be bringing us a comparison of three software-only Atari ST emulators for use on a PC. Look for Emulator Wars next week.

Now let's get to the reason for this column in the first place... all the great news, hints, tips, and info available every week right here on CompuServe.

From the Atari Computing Forums

Let's drop in on a conversation in progress about calculating a person's age using Superbase Professional 2. David James posts:

"I haven't been able to find a direct formula to return a person's age however the DAYS expression should work. The format of the expression is variable = DAYS (datefield). It should therefore be possible to work out somebody's age age = DAYS(TODAY) - DAYS(birthdate). I haven't tried this so I don't know exactly what you will get. It may even be much simpler, have you tried age = TODAY - birthdate?"

Bob Ledbetter tells David:

"Thanx for the idea. I have tried age = TODAY - birthdate. Didn't work. I'll let you know about your suggestion.... Back again. age = (DAYS (TODAY) - DAYS (birthdate)) / 364.25 is actually the formula. This calculates leap years also. Thanx for the jump start!!"

Bob Ledbetter also posts:

"I'm thinking about getting a color printer and would like to know if has any experience using color printers with PageStream 2.2"

Unka Dana himself, Dana Jacobson, tells Bob:

"I got an HP DeskJet 540 for my wife's use and use Pagestream to do some color work. It works just fine. My only "problem" is the program doesn't have an immense assortment of colors to select from. Overall, I can't really complain (and my wife is happy with the results!)."

Nathan Potechin of MGI (formerly DMC) tells Bob:

"You might consider using Calamus SL. It works just fine with most printers out there. There are no limits in the color output except the actual physical limit of the printer itself. I don't know if this was an option for you but I thought I'd mention it regardless."

Eric Hall adds:

"I have an HP DeskJet 660 and it works great with PageStream. I especially like its ability to print color GIFs and other clipart on documents. Even low-res Degas pictures turn out well, and it includes about a million other graphic formats that the printer can handle when printing a PS document."

Stewart Taylor asks for help for a friend:

"A friend wants to get on-line but has no idea if or how he can with what he's got now. I've shown him CIS and the Web using my PC and he's now interested in both.

His present computer is a 520stfm. What he would like to know is,

1. is it possible
2. what hardware upgrades would be needed
3. what software would be needed."

Dana Jacobson tells Stewart:

"Regarding your friend's questions:

1. is it possible??

Absolutely! Most of us here are using Atari computers to log on to CIS. However, the Web is more of a challenge, but it is possible.

2. what hardware upgrades would be needed??

Hardware upgrades? None. However, your friend will need an external modem attached to his 520 (and a telephone line).

3. what software would be needed??

Any Atari telecomm program should work fine. I prefer Flash II; there's a demo of it here in the libraries. It works extremely well and is still supported (Missionware Software, CIS member also)."

Albert Dayes adds:

"He can log onto CIS with any terminal program that supports emulations like VT-100 or VT-52. You can try commercial software for telecommunications such as Flash II v3.x or STalker v3.x or some of the shareware software you can find in the library. An external modem is also needed of course ... stay clear of RPI modems and Winmodems."

And in the continuing conversation on the true identity of TOS Error #35, Mike Fulton posts:

"TOS error #35 is a general error message given when the values found in the program header do not make sense for some reason. Since these values are used to determine where the various portions of the program will go into memory, and low large they are, the OS cannot proceed if they don't make sense. Typically this means the file is corrupted in some way. Note that it does NOT mean the disk is bad, as a general rule. As a very reliable rule, physical disk errors don't make it past the BIOS (meaning you would see the BIOS error alert saying "The disk in drive A (or B) may be damaged..."

Duane McCullough asks:

"Does anybody know how to translate the sequence animation files created by Cyber Studio or Cyber Paint into animations readable by a PC or MAC? I've heard that the Adobe Acrobat Reader program on a PC can play SEquence files created on an Atari - is this true?"

Albert Dayes tells Duane:

"I never heard of Acrobat Reader having that capability. Of course I have not looked into Adobe Acrobat very much either. Have you asked in the (GO ADOBE) forum about it?

There is a book called Encyclopedia of Graphic File Formats, 2nd Edition by O'Reilly, 1116 pages that covers quite a bit in that area. Conversion of file formats with example code and I know it includes some Atari file formats. It might be a good book to take a look at. The book also includes a CD-ROM with software tools, links to the web and a complete hypertext version of the book. You can also look at O'Reilly's web site ...

<http://www.ora.com>

They have a special page dedicated to book and anything graphic file format related. You can also send e-mail to the address. info@ora.com"

Carl Barron adds:

"There was some seq reader source code on 'the other network'. All frames are ST Low [320x200x16] when expanded. Does a few possible compressions, may be delta'd or individual frame, etc. 'Fairly messy' EGFF is a very good book, If the questioner is not a programmer, can he read PII files. Might be able to get gifs by a round about method... readseq author, Jim Kent, does compile under Lattice. Have not figured out where to dump the screen images. :) Might just rewrite it as it is K&R and aztec C I believe. The problem is solvable, if its not here I can upload the readseq.arc [Yes its that old;)] See also CyberPaint docs, if available."

Duane tells Carl and Albert:

"Thank you for your informative answer - I'll try to do what you suggested. Someone I know suggested that I should also try the Quick-Time animation program reader. The problem is that I am very comfortable with the SEQUENCE animation format on the TOS system - and most other computers cannot run TOS software, thus most people cannot see my animation work. I have access to several PC's and some Mac machines, but the simplicity of the Atari TOS system and several "dated" programs like the Cyber series programs keeps me happy for now when creating 3D animation sequences.

I understand that Tom Hudson, the main author of many early Atari based software graphic programs, has since created the 3D-Studio program on the PC. This program is used in many popular computer animation sequences that have been seen in the movies and on TV. Perhaps the 3D- Studio program is capable of playing the TOS SEQUENCE files... CAD 3D, together with Cyber Sculpt and Cyber Paint are, in my opinion, still viable programs in creative animation sequences. The ST low resolution may be "chunky" when compared to the many new higher resolutions available nowadays, but when animated on a standard TV format, it still can be effective art in presenting important information.

The Chronos and Pheonix programs are equally good in generating 3D sequence animation files, but sharing the animation files with the "greater public" - i.e. the PC and Mac machines, is the problem. The popular solution would be just get a PC or a Mac and learn the newer animation formats and abandon the Atari programs. However, it seems wrong to give up a perfectly good method of creating 3D animations just to be able to share my animation work with the greater public. When you get a chance, check out my SEQUENCE

files in Library 19. Also, my ATLANST2.TXT file in Library 23 - and my HyperGEM program in Library 10."

Steve Norman asks for help from Tom at ICD:

"A few weeks back I asked you about some problems I was having getting ICD BOOT to run on my Falcon. I have now tried ICD BOOT version 6.5.5 about a billion ways, but in every conceivable combination of events, ICDBOOT REFUSES to recognize by Quantum lighting 520 meg SCSI drive, or my Syquest EZ drive. It is quite beyond me why Atari utilities would have no trouble with these devices. but ICD can't see them. Please reply and let me know what I might do about this. I bought the pro package in good faith a couple of months ago, and so far have not been able to do anything at all with them."

Tom tells Steve:

"You need to be more specific. A billion ways are too many ways to try something and isolate the problem. How many SCSI devices are in the SCSI chain? What are they? How is it terminated? Etc. If Atari HDX has no problems then why are you trying to change to ICD SCSI Pro? You are using 6.5.5 SCSI Pro and not AdSCSI or Link software right? We can solve the problem but you need to get specific."

Richard Rives jumps in and suggests:

"Maybe if you run ICDBOOT from the floppy, then run the utilities prg or desktop prg. I think one can install a bootable version from one of those prgs."

Steve tells Richard:

"I installed ICDBOOT from the floppy to the hard drive, and the Falcon will now boot from the hard drive using ICD, but again, only if I have no SCSI devices powered up. I even used the utilities to scan the SCSI chain by powering up the SCSI devices after booting the system and it found nothing. I think I really need help from ICD on this one."

Sven Bauer asks for help with his keyboard:

"The [Control] key on my Mega Ste keyboard doesn't work. Any ideas what could be wrong? ... Am I out of CONTROL?"

Having just cleaned my keyboard, I tell Sven:

"Usually this is caused by one of two things. Either there is a bit of dust, dirt, ash, or whatever that is keeping the key switch from connecting to the trace on the mylar circuit film underneath it, or you have a broken connection on the mylar film itself. It's probably only a speck of dust because, if it was a bad trace, you'd be seeing other keys not functioning properly."

What you need to do is this:

- 1) Print this message out.
- 2) Shut off your computer and disconnect the Keyboard cable.
- 3) Remove the three screws from the back of the keyboard cover.
- 4) Flip the keyboard over and CAREFULLY remove the top of the cover.
- 5) Disconnect the grounding wire in the upper right-hand corner.
- 6) Carefully slide the keyboard unit toward the back of the case until

- it clears the little tabs that hold the front of it down.
- 7) Now, you'll see two little mylar circuit strips that connect the keyboard to the circuit board which is attached to the bottom of the casing. GENTLY pull them straight out from their connectors on the circuit board.
 - 8) You can now remove the keyboard assembly from the case.
 - 9) Flip the keyboard assembly keys-down and you'll see a lot of little black tabs holding the metal cover on. Gently push them while lifting ever-so slightly on the metal cover. Continue to do this until none of them are holding the cover on.
 - 10) You'll now see the mylar circuit film. Gently lift it off, being careful not to bend, crease, or tear it.
 - 11) Examine the mylar and the keyswitch (the little black rubber "horse shoe" looking thing under the control key.
 - 12) Gently wipe both the mylar and the keyswitch with a no-lint pad or cloth and a small amount of alcohol.
 - 13) Re-assemble the unit in reverse order and don't forget to re-attach the mylar strips to the circuit board.

Can you tell I just cleaned my keyboard over the weekend? <grin> If it is a broken trace on the mylar film, don't bother trying to fix it. It's more trouble than it's worth. Just call Best Computers and purchase a "Best" MegaSTE keyboard mylar. They are thicker than the originals and are as easy to install as re-installing the original mylar up in step 13. Good luck and let us know how it turns out."

Well folks, that's about it for this week, tune in again next time, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

EDITORIAL QUICKIES

CLINTON & GORE

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